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N64Gamer

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Nagano '98

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Fifa '98

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Snowboard kids

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Kong Racing
& Goldeneye
Playguides!**

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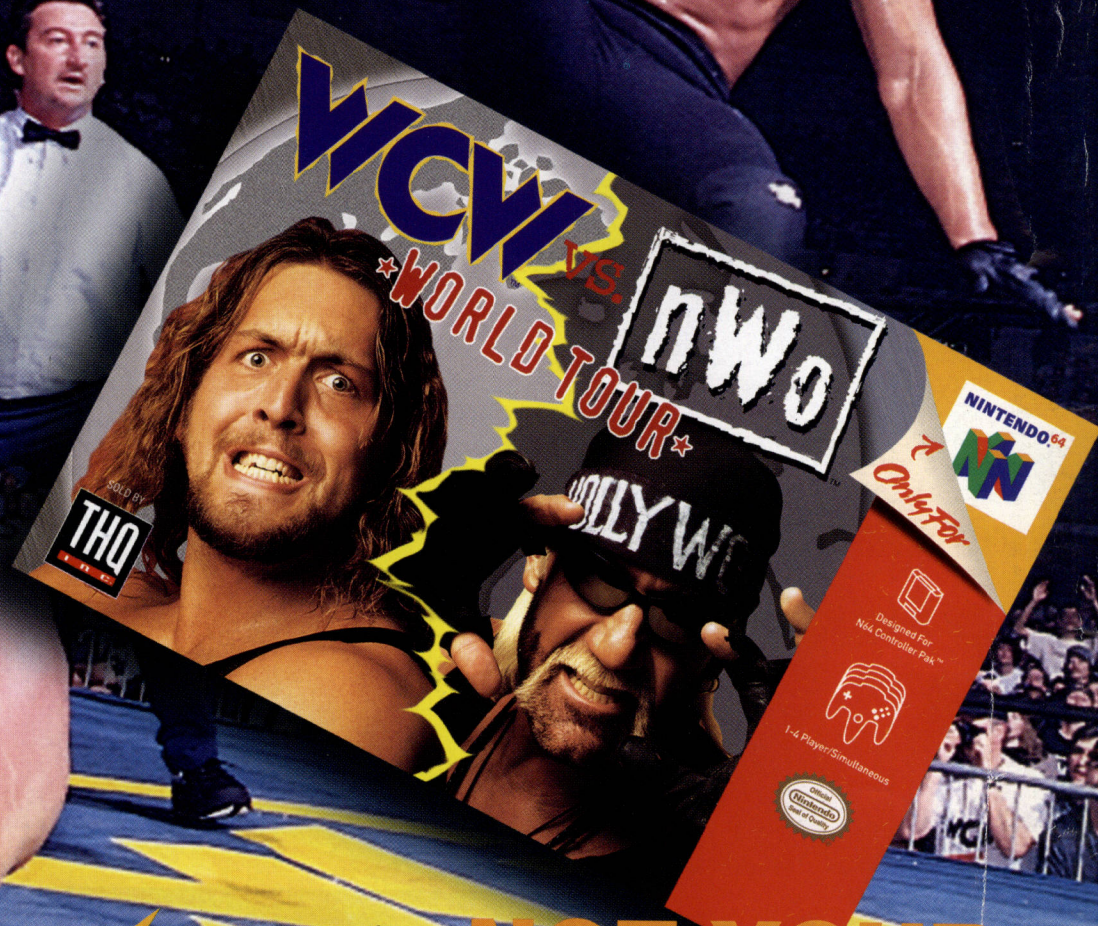
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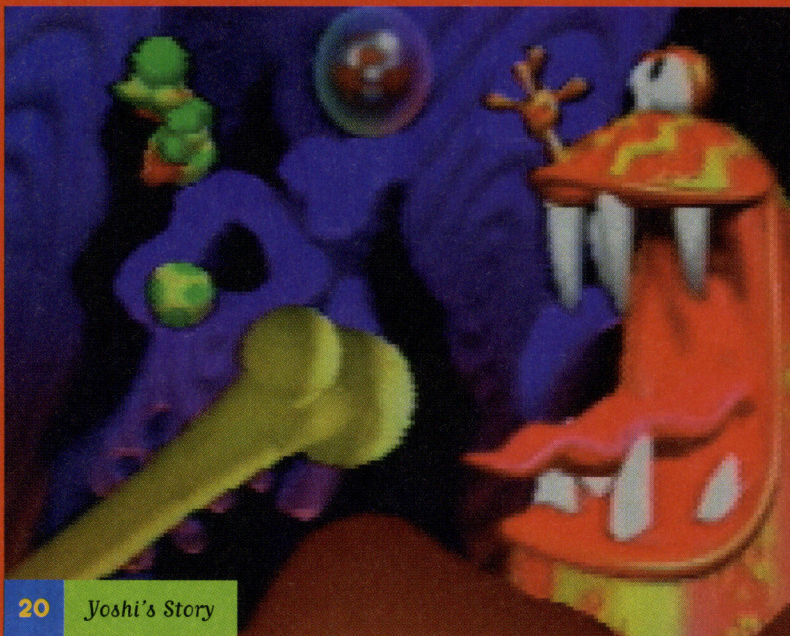
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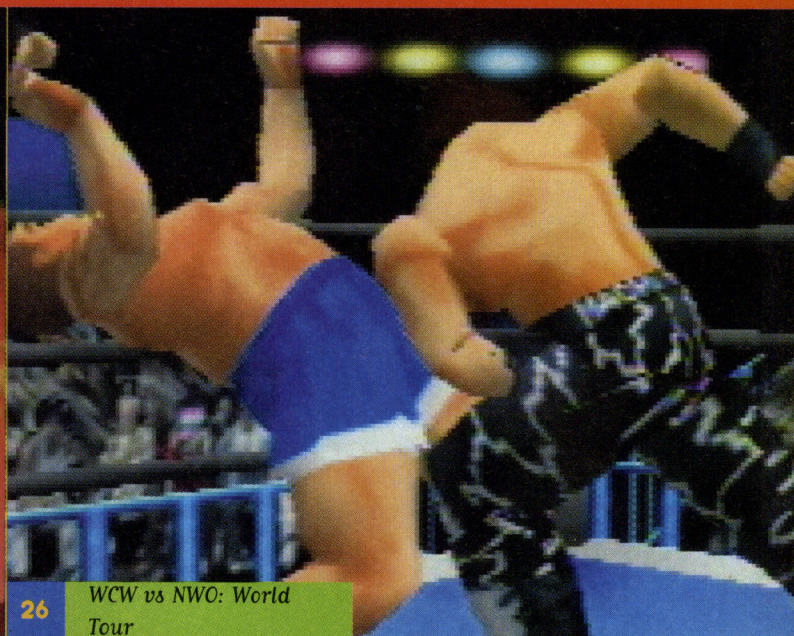
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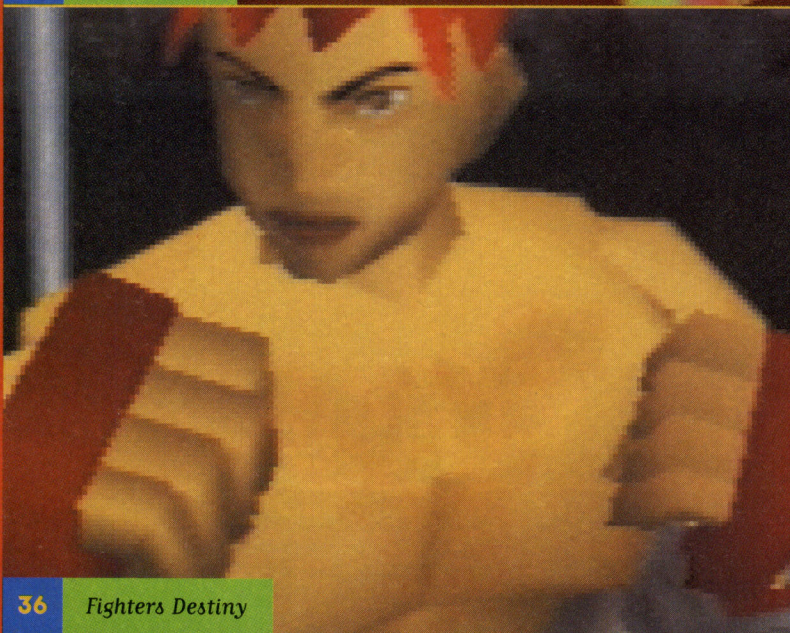
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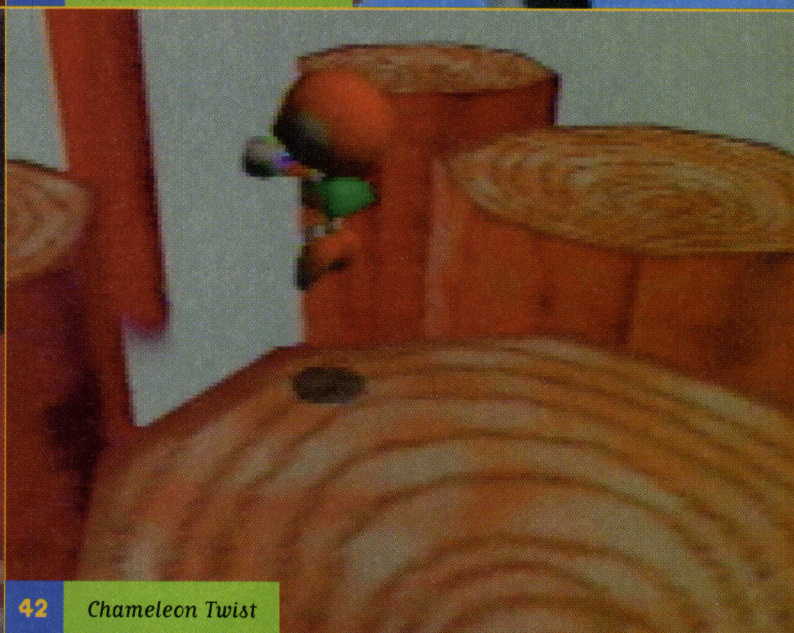
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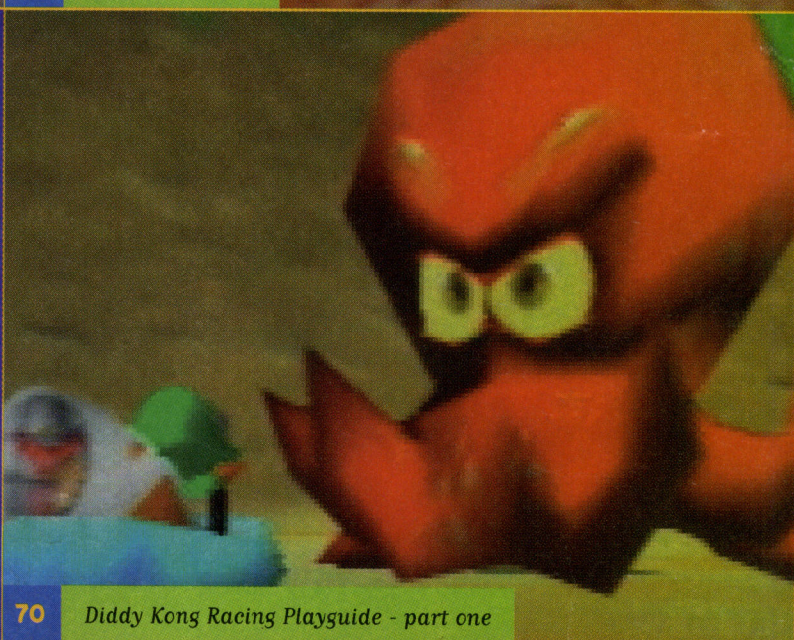
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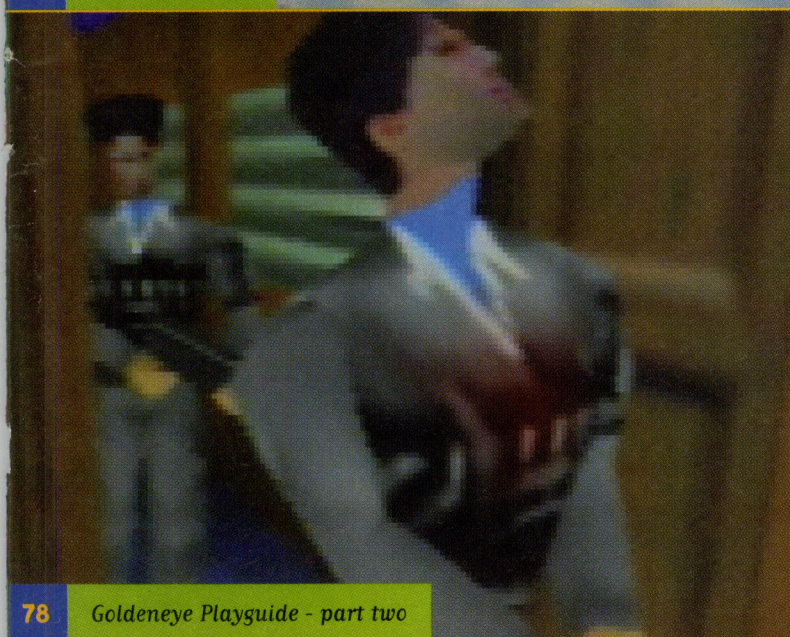
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This month, Techno delves into the 64 DD. What is it? What does it mean for gamers in Australia. all your questions answered.

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Think this is a tough game? We do. So we prepared a racing guide to help to master all the tracks and beat all the bosses.

78 *Playguide - GOLDENEYE*

Here it is. The second half of the playguide that helps you become 007. Plenty of multiplayer tips as well.

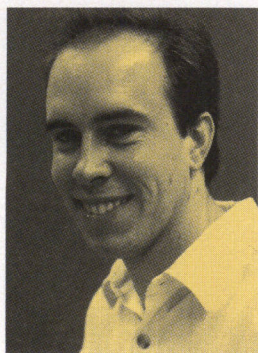
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Can't beat that boss, or do that perfect lap? Don't worry as we have all the tips to help you get there!

Welcome...

This is our second issue of N64 Gamer and it's just as packed as the first, with reviews galore, news, previews, Techno, cheats, letters, playguides and a reader review.

This month, WCW Vs NWO made a big impression on the N64 Gamer crew, as did Fighters Destiny, NHL Breakaway and Fifa '98. Of course, much of our time last month was spent playing Nintendo's magic game, Yoshi's Story. There's a full preview inside that reassures all gamers that Nintendo are still the master of 2D video gaming.



The Techno section delves into the 64DD, listing its capabilities, upcoming games and possibilities as the add-on device that could revolutionise video gaming in the years ahead.

We've got the second half of the Goldeneye playguide inside, with all the tips you'll need to successfully finish the game and do some major butt-kicking in multiplayer as well.

Also, there's the first section in our Diddy Kong Racing Playguide that tells you exactly how to win those silver coin challenges and beat the many bosses inside Rare's gaming masterpiece.

Over the next issue or two we will be introducing new sections into the mag that are sure to please you gamers like time trial competitions, multiplayer gaming and a trading section for those looking to do some cart swapping.

Lastly, I'd like to thank all of you for the support and letters we received after issue one. We hope you'll stick with us as we bring you the best N64 magazine available today

Steve

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Printed by: Wilke Color

Separations by: Wilke Color

Distribution by: NDD Ph: 9353 9911

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Next Publishing Pty Ltd

ACN 002 647 645

ISSN 1320-7458

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Every issue the profile page will give you an insight into what goes on in the heads of the N64 Gamer crew...

Narayan "forgot the girl" Pattison

Favourite Mario Kart Character: Mario - Because he's got crap dress sense, just like me.

Most significant gaming experience: Before a movie one night, I dragged my girlfriend into the arcade. I was playing Streetfighter 2 and these idiots kept challenging me, what could I do? So I thrashed the butts off them, that's what. After I'd been playing for a while my girlfriend said she was going to the movie, with or without me, and left. I was playing so hot that night that I just had to keep going, so I did. 23 straight victories later I retired a single, but happy, man. You guys would have done the same thing. Wouldn't you?

Current favourite games: Yoshi, DiddyKong and Goldeneye (because it's still the greatest game ever).

Robert "the freak" Garcia

Favourite Mario Kart character: Luigi, because he's Italian.

Current favourite games: Mario Kart, San Fran Rush and Goldeneye

Most significant gaming experience: When I was younger I used to love fighting games so when I saw that a machine named the 'Neo-Geo' had the best looking fighting games available on it, I naturally bought one. The games used to cost about \$300 back then, so you can guess that I'm a game freak to shell out so much money for a game. Anyway, that's how it started for me, and I've been playing games ever since.

Steve "Braindead" O'Leary

Favourite Mario Kart Character: Donkey Kong, because I've always loved the big boof head. He's big, strong and smells real bad... a lot like me really.

Current Favourite games: Yoshi's Story, Yoshi's Story and let's not forget, Yoshi's Story.

Most significant gaming experience: I'm a bit like Robert, except my addiction started earlier. When I was a toddler I came across a computer called the Commodore Vic-20. My parents bough it for me and then the brain damaging sessions began. Nowadays I spend up to 15 hours a day in front of a computer, or T.V, playing games. As far as I'm concerned, my brain's just about destroyed.

Mithra "hero" Dennewald

Favourite Mario Kart Character: Bowser, 'cause he's such a fat porker he can take out anyone else just by sitting on them.

Current favourite Games: Goldeneye, San Fransisco Rush and Mischief Makers

Most significant gaming experience: My first introduction to the lifestyle that is gaming, was way back when the Atari2600 was King. A friend brought a game called Hero around and we must have played it for about 24 hours straight, before he had to go home. I think it was because of this marathon effort that it took me another 6 months to talk my parents into letting me get a console.

Mark "Pixelboy" Gowing

Favourite Mario Kart Character: Yoshi - Because he's cool and that's it.

Most significant gaming experience: Working (and playing) as art director with the HYPER» crew for three years - full time, five days a week multiplayer Doomg, Quaking and Karting. Every day was top class social gaming.

Current favourite games: Mario 64, Yoshi's Story.





PLAY GAMEBOY GAMES ON YOUR N64

Yep, that's right, you will soon be able to play good old Gameboy games on your N64 via this little expansion pak that pugs neatly into your controller. Although it's not confirmed, we believe that the games will be displayed in full colour on your TV with the Gameboy N64 adapter, much like how the SNES Gameboy adapter worked. No word yet on when it will be released in Australia, but you could probably expect this little device to ship sometime in late '98



SUPERMAN DELAYED

The first super hero game to be released on the N64, Superman: The animated series, has been delayed in the US until June. Superman will be able to fly through huge cities, fight all manner of evil villains, and pick up and throw huge objects with his super strength. Apparently the game is still in its early stages, so it slipped from its original March shipping date, which means we won't see it in Australia until at least August '98.



N64 SALES TOP 12 MILLION

One of the top Japanese magazines, Famitsu, have compiled a list of the sales figures for the N64 worldwide. In the short time that the N64 has been available it has surpassed sales of the Saturn and is catching the Sony Playstation's lead. The countries outside of Japan are currently

Nintendo's stronghold, with the N64 selling over 5 1/2 million units between March and September last year. That's real strong performance for the N64, and it can only mean more games it in the pipeline for our great console. Another interesting note from Famitsu's survey was that the Gameboy currently has a user base of over 43 million units in countries outside Japan. It seems that the Gameboy phenomenon is getting larger and larger...

* LOONEY TUNES TO HIT THE N64

Ocean, the makers of the upcoming Mission Impossible, have just announced that they signed a deal with Warner Brothers to make three Looney

Tunes games for the N64. The games have just started production, so you won't see them hit the shelves until the end of '98. No word on what characters are

starring in the games yet, but you can expect your favourites like Daffy Duck, Yosemite Sam and Bugs Bunny to be in the running for sure.

HYPER »



There's more to video gaming than just the Nintendo 64. Each system out there is a part of the bigger picture that is video gaming today. Only one Australian video games magazine covers all the major platforms, and thus the BIG picture... and that's Hyper. Even if you only own a Nintendo 64, Hyper is a great way to see how the other half live and still catch what's big on the N64.

This month we review:

***WCW vs NWO World Tour • Dark Rift • Mischief Makers
Mortal Kombat Mythologies • NFL Quarterback Club '98 • Wing Commander Prophecy
I-War • Uprising • Coolboarders 2 • Bloody Roar • Steep Slope Sliders
and much more!***

Also check out our huge Quake 2 and Abe's Odysee playguides...



OUT NOW

TUROK 2

N64 Gamers have learnt that Turok 2 is well underway. This time old Turok will have to mix it with the hardest and meanest aliens in the galaxy, as well as a new assortment of horrific dinosaurs who are all trying to bite a huge chunk out of him.

The story follows a spaceship that crashed on the Earth a long time ago, carrying many huge alien warriors and their leader, Primagen. Now Primagen quickly discovered the huge and powerful dinosaurs, so he sent out his army of alien warriors to train and turn the dinosaurs into a army of deadly killing

machines with the only purpose in their lives being to serve him.

Story aside, Turok 2 will be a first person shooter, just like the original but Turok 2 promises to offer a much better graphic engine, more action, and larger play areas (could they get any larger!). Iguana have been especially keen to tackle the 'fogging' problems seen in the original and are promising more and better explosions, great lighting effects and ultra smooth frame-rates. If Iguana's latest efforts are anything to go by (NFL Quarterback '98 and the upcoming WWF

Warzone-both use the N64's high res mode), you can be sure that Turok 2's graphics will astound and amaze game players.

The game will have over 40 different creatures, ranging from the small and pesky leapers to huge towering dinosaurs. Iguana says that the cast of enemies will be varied, with many different outfits and that all enemies will be highly intelligent and require much more skill to slay.

There is no word yet on whether Turok 2 will have a multi-player mode like the brilliant one

seen in Goldeneye, but we can only hope at this stage. Rumble pak computability is confirmed at this stage, so at least you'll be able to feel when that good old dinosaur is taking a bite out of your butt.

Turok 2 is currently rumoured to be a 96 megabit game (50% larger than the original). Combine this size with new compression methods should see Turok 2 being a hell of a lot bigger than the original. Expect it to topple the original in every aspect when the game is released here towards the end of '98

CRUSI'N WORLD GETS REVAMPED

Nintendo have officially announced that Crusi'n World will be converted to the N64. Crusi'n World is the sequel to the mediocre N64 racer, Crusi'n USA, and it's currently under development by the software company Eurocom, the team responsible for the N64 fighter, War Gods and Duke Nukem. Nintendo has announced that Eurocom will be using the track data from the arcade version to hopefully create a 'arcade perfect' conversion but will also be adding extended sections to the tracks in the game to hopefully add some extra longevity to the title. Apparently, Eugene Jarvis, the

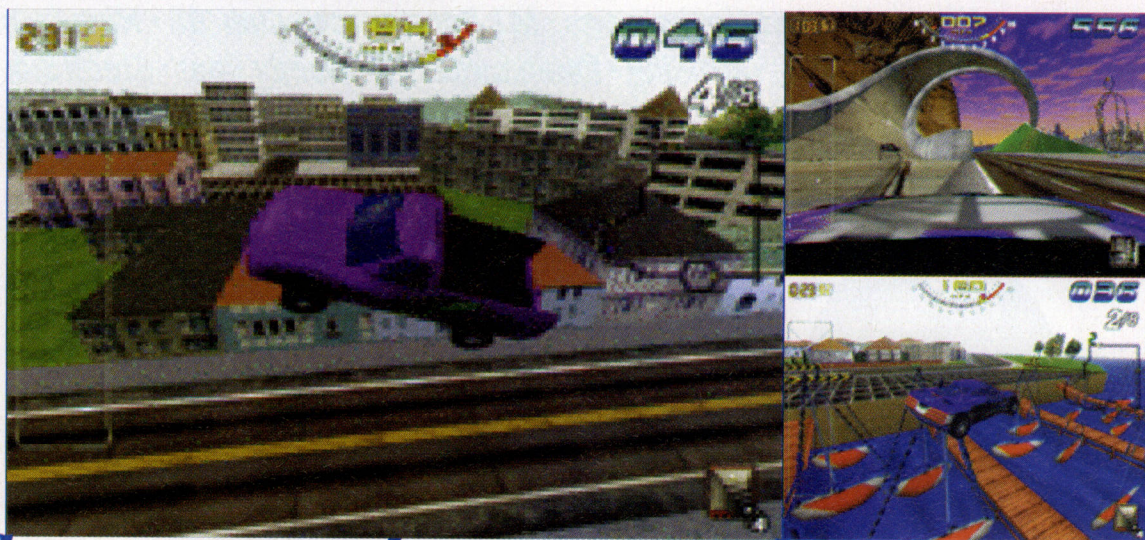
creator of Crusi'n USA and Crusi'n World, will be advising the programmers of the N64 version to ensure a top quality conversion.

Crusi'n World will be a 96 megabit game that will have 14 tracks, a four player mode and will launch in Australia this August.



RUSH 2 IN THE WORKS

Sources from both Midway Home Entertainment and Atari Games have confirmed that a sequel to SFR is under development. The new game would use an enhanced version of the original's graphic engine and would be located in a city that has as many jumps and huge buildings as San Francisco. The game will not be a conversion of the arcade sequel to San Francisco Rush, called Rush: The Rock, but would be a all new N64 racing game with new tracks and new cars. Expect it to hit shelves late in '98 or early '99.



Short'N'Sweet

LAST MINUTE NEWS THAT MADE IT INTO THE N64 GAMER OFFICE

Konami have recently announced that they are making a sequel to *International Superstar Soccer 64*, aptly named *International Superstar Soccer 2*. Word is that the title may appear on the 64DD, but reports are unconfirmed as yet. Expect it in early '99.

Konami have also recently changed the name of their 3D fighter for the N64. Previously named *G.A.S.P.*, the new name for the fighter is **Deadly Arts**. Said to contain 12 fighters from different martial arts styles, interactive backgrounds, and a supposed "player creation mode". *Deadly Arts* is due out in Japan in March so look out for more info next issue.



The mother of all *Sim City* games is in production for the N64. **Sim City 64** is one of the first games to appear on the 64DD and is said to take full advantage of the 64DD's storage abilities in offering fully 3D worlds to build. It's also said that you can use other programs like *Mario Paint* for the 64 DD (see *Techno* section) to create your own patterns for buildings and billboards and then import them into *Sim City 64* and place them inside your own city. This is one of the great games that are starting to show the

potential of the 64DD, so expect a full preview when the game's released in Japan mid '98.

A secret track in San Fransico Rush has just



been uncovered that is one of the new tracks from its arcade sequel, *Rush: The Rock*. At the moment you can only select the track with a Gameshark cartridge (like the Datel Action Replay devices), but it's rumoured that the track can be open up by beating each track on hard, finding all the keys and placing first in each race. (oh, is THAT all you have to do!). For anyone out there who has the cartridge the code is 8810005050 0006, everyone else (yeah, that includes us at N64 Gamer) are just going to have to put their heads down and try harder to get the hidden track, **ALCATRAZ**.

It's been confirmed, there will be another Bond game on the N64! Rare are currently working on the sequel to *Goldeneye* for the N64 but the game will not be based around the new movie, **Tomorrow Never Dies**, as MGM Interactive hold that movie

licence. Rumour is that the new game will be based around one of the old Bond movies and will include some of his famous enemies like Jaws and Oddjob, as seen in *Goldeneye*. No news yet on a release date, but Rare say they are making major improvements to the game engine. (can it get any better?)

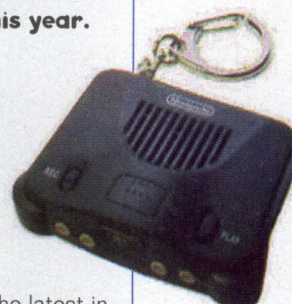
Gt interactive (US division) have just announced that they will be developing a baseball game for the N64. **Mike Piazza's Strike Zone** is the game's title (who the hell is Mike Piazza?) and it's understood that two former Nintendo employees are currently working on the game. Should be stiff opposition for Ken Griffey's *Baseball* when it's released late this year.



Here's the latest in **N64 accessories** for the serious gamer. The ones on the left are key ring watches in the shape of N64 pads and the

N64 machine itself. The N64 key chain on the far right is a memo that you can verbally record your meetings or ramblings on for a later playback reminder. A company named Fire International has picked up the official rights to market this cool stuff in Europe, but it's unknown whether or not they will make an appearance down under. The watches sell for 7.99 pounds (about 10 bucks Aussie), while the memo N64 sells for 9.99 pounds (about 15 bucks).

Arcade giant, Taito, have just announced that they have a racing game in development for the N64 called **Super Speed-Race 64**. Not much is known about the game currently and it's scheduled for release in Japan this March, so we'll have screen shots and a preview next issue.



Check out the latest screen shot for **Quake 64**. The multiplayer option is in place and the game is still maintaining a hyper-smooth frame rate. Can't wait for this one.





Entries for all competitions close on the 4th March 1998

Join The Club

Those great guys at Roadshow have sent us four copies of the best NFL game in the universe, NFL Quarterback Club '98. This game scored a 9 last issue and has some of the best graphic seen on the N64. To land your on one of the four copies we have to give away all you have to do is answer the following question:

What does NFL stand for?

Put your answer on the back of a envelope and send it to:

Quarterback Comp

N64 GAMER

78 Renwick st

Redfern, NSW 2016

More Lamborghini

Somewhere, somehow, N64 Gamer stumbled across 2 extra copies of Automobili Lamborghini and we're throwing them up for grabs.

All you have to do to nab one of these is answer the following question:

What's the name of the beef head on the cover of this magazine?

Put your answer on the back of a envelope and send it to:

Hulk Hogan Comp

N64 GAMER

78 Renwick st

Redfern, NSW 2016

Dark Rifting

Well what do ya know! Just after I stumbled over the two copies of Automobili Lamborghini, we managed to land face first in two copies of Dark Rift. So, now that I'm recovered from the plastic surgery reconstruction on my face, I've decided to give those two blasted copies away. To get one, just answer the following:

What the bad guy's name in Dark Rift?

Put your answer on the back of a envelope and send it to:

Sonork's comp

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Winners

Here are the winners for last issue's competitions

N64 you Nuthead comp:

Byron Long, Currans Hill NSW

What did it get comp:

Cameron Swords, Dubbo, NSW

J Puntrierd, Kaleen, ACT

Gary Pendlebury, Albury, NSW

Ferrari, & Williams comp:

James Cooper, Armidale, NSW

Logan Ager, Brisbane, QLD

Alan SwanWallaroosa, SA

↓ S U B S C R I B E

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Hey, want the chance to **WIN** a brand new N64 system and a **GAME OF YOUR CHOICE** or, if you already have the N64, three games of your choice? All you have to do is **subscribe to N64 Gamer!**

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TO N64 GAMER,

I loved your new magazine. It's great, but most of my friends say that it's unofficial. Is it really? I used to read a mag called Nintendo Magazine system. I now read your mag because it has more previews, reviews, cheats and competitions. But there's still one thing missing. You should have a page where people can put ads in to sell and swap their games.

I want to complain about the prices of games. On March 1, the N64 was \$399. Then on May the 1st it went down to \$299 and now you can get one for just \$199. Why doesn't Nintendo drop the prices of the games instead of dropping the prices of the system. It must have made the people who paid \$399 for the system feel ripped off and it feels strange paying \$199 for a system and then \$129 for a game. I think the price of the system should stay around \$250 for a while and they should drop the prices of the games down to between \$60 to \$90.

I have a few questions that need answering.

1. What are the five top games on the system?
2. Will there be a nascar racing game for the N64?
3. Is there going to be a Mario Kart 2 on the N64?
4. When will Donkey Kong Country come out? And what would it be like?

KHALED ALHINDAWI

Bass Hill, NSW

Well, I'm glad you liked the mag and yes it is an unofficial magazine. The fact that its unofficial won't change the mag at all, as we are dedicated to bringing you the latest, greatest news on the N64 and all of its games.

I bet you're not the only one wondering why the price of the N64 was dropped quickly

and why the price of the games (some titles) do seem unreasonably high. The fact is that all consoles, when released, start at high prices (Sega Saturn started out at \$800 Australian!) but soon manufacturing costs became cheaper, allowing the hardware companies to drop their prices. Sometimes it pays to sit back and wait for the prices to fall, but if you're a hard-core gamer like myself (I paid over \$1000 for some consoles in the past from overseas) then, I guess, the price won't bother you so much, as you will know you're getting the latest and best technology that's available in Australia. As for the carts, some companies are charging like a wounded bull for games these days, but the cost of playing games with no loading at all (on cartridge) does come at a price. Nintendo have lowered the price of top selling titles recently, with the smash hit Goldeneye selling for just \$79.99, and that's great value in my opinion. Even more expensive titles, like Turok, are well worth purchasing, as the game will keep you busy solving its puzzles and kickin' dinosaur ass. Hopefully our reviews make it easier for you to choose how to spend your money. Anyway, on to your Questions.

1. In no particular order: Goldeneye, Mario 64, Mario Kart 64, ISS64 (soccer), Yoshi's Story (O.K. O.K. so I'm a sad person!)
2. Haven't heard of anything yet but the previews section will keep you informed.
3. I don't think you'll see Mario Kart 2 for quite a while, at least until the hype and sales of Diddy Kong Racing die down. Keep hoping though!
4. It's in production and we've heard that the game will be running in the N64's high res mode, so it should be a stunner. Hopefully the gameplay is a little more involving than the SNES version though.

GREETINGS N64 GAMER,

Firstly, I'd like to congratulate

late you hugely on this great new magazine. I don't usually buy console specific magazines but I was blown away by the amount of info you had crammed inside. The non-biased reviews, up to date previews and great competitions make your magazine a must for anyone

thing better coming out in a year or two? Will there be a point to buying a console that will be outdated in a few years? I shouldn't complain, but its been bothering me.

Also, the black borders (top and bottom) have been bothering me. I know that all of the recent games

chipset. This has given the N64 the technical and visual edge over its competitors and when the next set of consoles come out (I wouldn't expect anything before the year 2000) they will have the same effects as the N64, but with extra power to move more graphics. What all that rubbish means is that the N64 has the strength to last quite a while, delivering state-of-the-art graphics and sound to keep gamers happy. Of course, there will be faster and better looking consoles way off in the future but you must keep in mind that Nintendo's programmers are some of the best in the world and that they are making the best games in the world NOW. So, if I were you I wouldn't hesitate in picking up an N64, you won't be disappointed.

Black borders are a pain in the butt for Australian gamers and Nintendo have done a great job in ensuring that N64 players now have full-screen games. I believe that the first game to include the modifications for full-screen gaming was Shadows of the Empire, so anything after that should have the full-screen treatment. Remember that the full-screen gaming is an added bonus and that many of the games that didn't have the treatment are still great games in their own right.

TO THE MAG,

Write To Us:

If you have some questions about game releases, accessories, or just want to say something about N64, write in to N64 gamer magazine at, **N64 Gamer Magazine** 78 Renwick st Redfern, NSW 2016 email: N64gamer@next.com.au **The best letter each month wins a free N64 game, so step to it with you ideas and thoughts.**

We are also looking for reader art to fill these pages, so if your looking to get your drawing skills shown off in our mag send your stuff into the above address and next issue we will print the best efforts.



DUANE PHILPOTT. PADPURY, WA

who owns an N64. I bought it and I don't even own a N64, although I will soon. Anyway, I'll get straight to the point.

Even though I'm excited about getting an N64, there is one thing that I'm worried about. When I but a N64, will there be some-

are full-screen, but which games have the black borders. Not many I hope.

Thanks

ADAM DAYMOND,
WA.

When Nintendo designed the N64, they had the foresight to include special graphic abilities like mipp mapping and anti aliasing in the

(In fear of you not printing my letter, I have replaced all unsuitable language with the randomly chosen letters P, S, X).

Firstly, congrats on the great new mag. It's about time I didn't have to flick through 23 PSX'n Playstation reviews to only find 2 N64 reviews. Your first edition was great, I read it from cover to cover. I've had Goldeneye for a few months now, and thanks to you I've now got most of the cheats enabled. What I found hard at first was getting to the places in time (eg. Archives and Statue Park were PSX'n impossible every time. I'd get 10, or so, PSX'n seconds off the target time then I'd go PSX'n PSY-

CHO!) Then one day while I was playing multi, I found a new way of moving around which was heaps faster than just going straight and I then got to the statue with ease. What you do is face Bond in the direction you want him to go, then turn 45 degrees to the left or right. You then run straight ahead with the joystick while strafing (left C, or right C buttons) in the opposite direction to that which you initially turned (eg. If you turned left at first, you strafe right).

O.K, hope that helped. Please print my letter or I'll PSX'n take your PSX'n mag and shove it up your PSX'n PSX.

ANTHONY WRIGHT,
Eschol Park, NSW

Hey, great tip. I wonder why the PSX'n hell I PSX'n didn't think of that! Anyone else out there with some great tips for the games that they have? If so, then send 'em in, or I'll get Anthony around to shove your PSX'n N64 in a place where the PSX'n sun don't shine.

HELLO N64 GAMER,
I recently purchased your magazine and liked it so much I subscribed. I appreciate your honesty when reviewing games, for example your score for Clayfighter: 6/10, was a refreshing change to some other ridiculous scores which I have seen in other gaming magazines. I have an N64 and am really pleased with it, especially the real gems like

Goldeneye. Anyway, I have a few questions for you.

1. Will Mission Impossible have more of a spy aspect than Goldeneye?

Goldeneye is a great game but there are a few Doom style levels where you just have to blast the hell out of everything. Obviously this is enjoyable, however I enjoy the depth of the missions where you must behave in the manner of a real spy.

2. Why is N64 Gamer only released every two months? Will this eventually be changed to every month as the popularity of the magazine increases?

3. When the 64DD is launched, will it be essential to purchase one? Will there be some games that can

only be played with one?

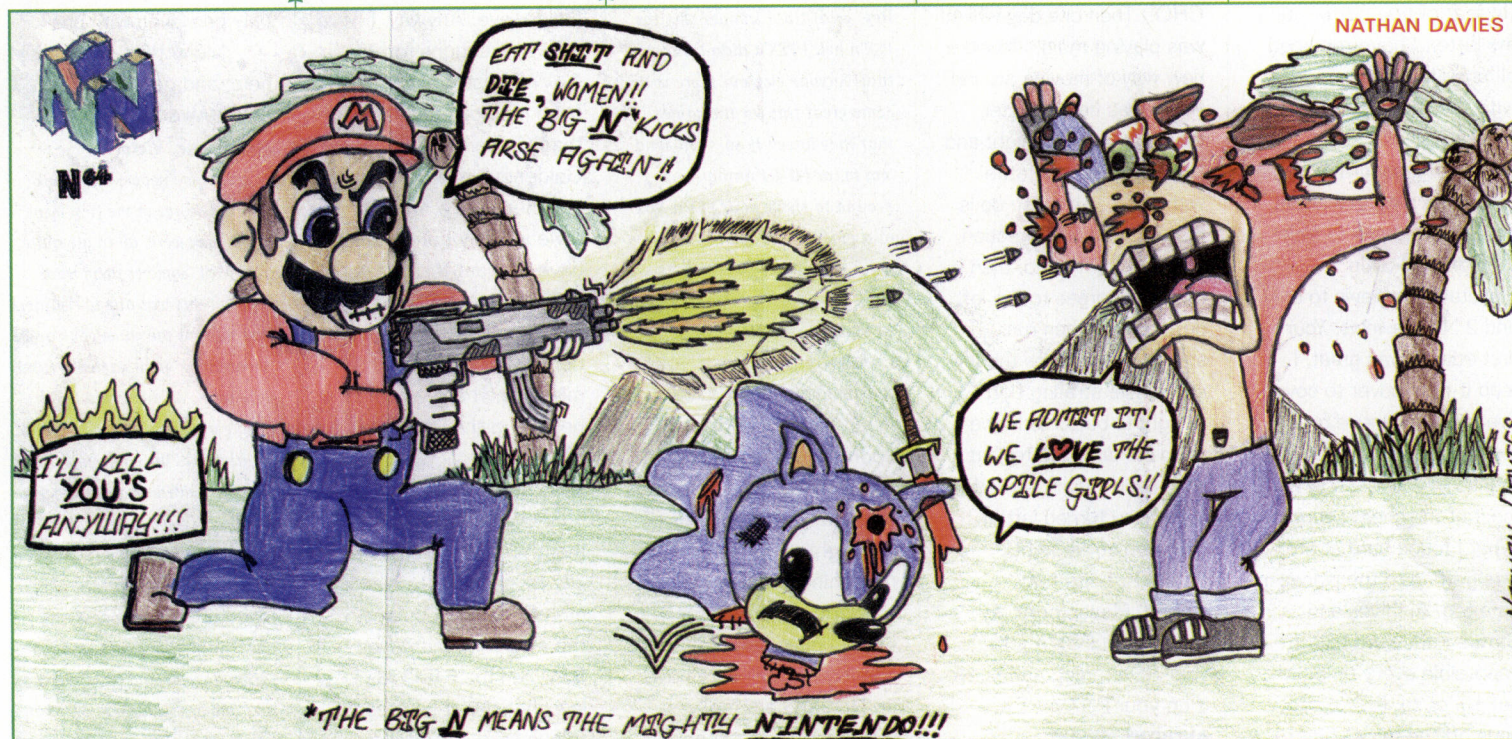
Many thanks for your help, and good gaming!

PAUL DAWSON,
Melbourne, Victoria

I guess some people may think that the scores in the first issue of the mag were, all in all, quite high. Well, some of them were high but this was due to the fact that most of the game companies release their great games around Christmas, as this is the time people are most willing to spend. So, as this is the early part of the year, you can probably expect to see lower scores in this issue. That doesn't mean that we've got an attack of the righteous plague, where we MUST be honest with our readers. No, we try and mark fairly ALL year and from now on N64 Gamer will have a list of all games reviewed (and some others that haven't been reviewed) in



S WRIGHT, LINDFIELD, NSW



*THE BIG N MEANS THE MIGHTY NINTENDO!!!

the magazine so you can compare all games with each other. This will, hopefully, make it easier for you to decide what game you should buy.

1. We have been told that *Mission Impossible* will be much more spy-orientated than *Goldeneye*, with the main character having to change costumes, talk to people to find secrets, and play with heaps of spy gadgets. As soon as we find out more from Ocean we'll let you know.

2. N64 Gamer will probably become a monthly magazine in the future, but this really depends on you guys and gals out there. (Just a plug to try and get you to subscribe and buy more issues!)

3. Check out the Techno section to find out all you need to know about the 64DD!

TO N64 MAGAZINE, Congratulations on your new mag, it's the best. Now can you answer my questions.

1. Is there going to be a *Marvel Heroes*, *X-Men*, or *Spiderman 64*?
2. What the hell is the 64DD?
3. Why don't they put

Athlete Kings on the N64?

4. Is it possible to get a gun on the N64?
5. Why doesn't Nintendo hurry up and make *Zelda*? They have been PSX'n around and telling stories about it since mid '97.

6. Is there going to be a *Turok Dinosaur Hunter 2*?

DANIEL SWIF

Sure thing.

1. No, not at the moment, but *Titus* has a *Superman 64* in the works. (*Superman* can kick the *Marvel Heroes'* asses, slap the *X-Men's* butts, and squash *Spiderman* like a bug!)

2. Check the techno section for full details

3. It's a Sega game, so you won't see it on the N64, but you may see a clone of it. Check out the review of *Nagano* for a similar game with *Winter* style events.

4. A hardware developer named *Innovation Technologies* has a kick-back gun in development. The question is, what game will it be used with, as no games in the current release schedule support it. We can only wait for a *Virtua Cop* style game to come out.

5. You have to remember that as games get more and more complex, with better and better graphics, it's going to take com-

panies longer and longer to make them. Nintendo have stated that they don't want to rush *Zelda*, as they want it to totally blow away every N64 owner who buys it. Their goal is to make it better than *Mario*, which to be honest, is no easy task. A hell of a lot of imagination and effort must go into the game, so it all must take time (BTW, I'm just as impatient as you!).

6. Yep, it's in production at the moment. The programmers say that the graphic engine is far superior to that seen in the original *Turok*, and by the look of their latest effort, *Quarterback Club '98* (high res mode), you'd have to believe them. It should be out by the end of the year.

DEAR N64 GAMER,

The year 1997 has seen a procession of cinematic sequels, all of them claiming to be bigger and better than their originals. Bigger they definitely are, with more explosions and special effects per square inch than ever before. Better? No way.

Throwing millions of dollars at the screen hasn't prevented movies like *The Lost World*, *Speed 2*

and *Batman and Robin* being hollow, boring and utterly pointless cash-in jobs. All of these films fade from memory merely minutes after leaving the cinema, leaving only a vague impression of the flashy visuals, loud noises and crap one-liners.

So what does this film criticism have to do with the N64? Well, an awful lot of games that have appeared, or are due to appear soon, sound very familiar. Instead of using Nintendo's awesome hardware as a jumping point for equally stunning games, too many software companies seem content to dredge their back catalogues.

"That worked on the Super NES, so let's do it again, only this time in 3D! You're a genius. Bonus all rounds!"

Even Nintendo themselves aren't immune to the trend. To me, and I'm sure you, *Starfox 64* isn't a follow up to the original. Graphics aside, the storyline, levels, and the whole feel of the game is practi-

cally identical to the original. *Mario 64* has been acclaimed, by many, as the best videogame of all time, but does putting *Mario* into the third dimension make it any more interesting and addictive than the original *Super Mario World*? There's a depressing familiarity to a lot of the N64's games and we all know what familiarity breeds.

If more time and attention isn't put into the 'scripts' of upcoming N64 games then they are going to go the same way as last year's films and fade from memory as soon as the screen goes dark.

JOSHUA GREER

Maquarie Fields, NSW

You have some great points, Joshua, and it's true that many of the games that we see today are merely rip-offs of older titles. But, there is one thing that us gamers are eventually going to have to come to terms with, and that is the games that we all love are someone else's business. Business decisions determine the future of many of the games we see on our consoles. If something worked well on one console and sold millions of copies, then you

can be sure that they're going to do it on another system. You want to know why so many of the films made these days suck? It's because many film makers aren't interested in making films, they're only interested in making money. Sadly, the same principle often applies to the games industry.

You must also remember that many of the games that are re-hashed are very good titles. Yes, putting Mario into the 3rd dimension did make the game much more interesting and addictive than the original, mostly due the freedom of 3D movement, its possibilities, and the great power inside the N64 chipset.

Thankfully, some compa-

nies that are in the BUSINESS of videogames also have people in their employ who love videogames. Nintendo, for example, have the man behind the Mario games, Mr Miyamoto. His love for videogames ensures that all N64 gamers will have the most interesting and addictive videogames available today, and if other companies followed his ideas and direction then the games scene would be a much better place.

TO N64 GAMER,
Nice work N64 Gamer, love the reviews! I bought a N64 in November and can say that it's better than any other gaming

console. I was just getting a little annoyed with Diddy Kong racing. How do you beat Wiz Pig in the race? Here are some questions.

1. What character do you usually choose in DKR?
2. I was out looking for a racing game and came across a few like Top Gear Rally, San Fransico Rush, and Automobili Lamborghini. Which one do you like the best?
3. Do you find the N64's pad a little frustrating when playing Mortal Kombat Trilogy? I find it difficult to perform certain combo moves and the buttons seem too close together.

By the way, nice mag.

KARTIK DUBE

Southern Highlands, NSW

OK, on with the answers...

1. I usually stick with Diddy Kong as I haven't experimented with the other characters much
2. If you like rally driving get TGR. If you like stock car racing get Lambo 64, but if you like smash 'n' crash racing then get SFR. They are all really good racers and I've had a lot of fun with them all.
3. I have a solution for your problems. **1.** Take out the MK trilogy cart from your N64. **2.** Place it on the ground. **3.** Jump up and down repeatedly on the cart. **4.** Put the cart back into your N64 (if it still fits). **5.** Play game. Seriously, DON'T do what I said. The N64 pad is a little awkward when playing 2d fighters as the yellow buttons are close together. I've played 2D fighters on all systems, and it all comes down to just getting used to the pad you have. In time you will be able to perform the moves well. Trust me!

WHAT'S UP N64 GAMER,
Firstly, it's great finally see an Australian magazine dedicated to the Ass Kickin' N64, and your first issue was top stuff.

Now that PC's have 3D accelerator cards, they are making N64 games look dull in comparison. People are also asking themselves whether the N64 has reached its limit. Nintendo has always guaranteed quality over quantity, but this seems to be putting Nintendo down because gamers are getting frustrated by the small amount of games..

Perrin Kaplan, from Nintendo of America, stated that Mario 64 only used 50% of the N64's capabilities and that there is still power that hasn't been tapped. They guarantee more quality games during the next year. What are your opinions on this subject? Has the N64 reached

its limit? I hope not!!!

Could you please answer these questions.

1. Can the N64 reproduce the graphics seen on the video sequences from games such as Final Fantasy VII and Abe's Odyssey?
2. I read somewhere that the game, Final Fantasy VII, couldn't be made for the N64, or even the 64DD. Is this true?
3. Do you ever wonder if Nintendo made a big mistake making the N64 cartridge rather than CD?

Thanks for your patience and time and keep up the great work!

TEMO ARCHILA

I'm glad the topic of 3D accelerators came up because there are a few things I'd like to say with regards to their comparisons with the N64. Firstly, the standard 3D accelerator (3DFX) costs over \$200 (usually \$300). Now, you have to plug this into your computer. Oh, I'm sorry, you don't have one. OK, that'll be another \$1200 please... Once that's solved you have to face the problem of playing the games on a 14 inch monitor and with a keyboard!

O.K. so I exaggerate a little. I own a PC and have a lot of fun with the games on it. But, great games on the PC are too few at the moment and is basically limited to the Quakes, Command and Conquers and the occasional racer. The N64, on the other hand, has heaps of great games (we reviewed 26 last issue!), costs under \$200 dollars and can be plugged into the largest television you can possibly find!

The bottom line is that there are bound to be heaps of comparisons and 'mine is better than yours' crap now, and in the future. My motto is enjoy what ya got and enjoy it now.

Enough of my blabbing. On with the questions

1. To display video images on the N64 you need a great deal of data to be fed to the console at a



PETER KIM. WEST PENNENT HILLS, NSW

constant rate. This is ideal for use with the CD rom systems, and ever since the introduction of the 32-bit 3DO system, video has been included in many games. Yes, the N64 could display the video, but it would leave little to no room for valuable game data that games are made of. Personally, I can't stand video sequences in games as the image quality is usually very poor (and the acting is even worse). If you want to watch a video then hire one out and watch it, and if you want to play a game, then just play a game. Until video quality gets a hell of a lot better, I think that Nintendo made the right decision to leave it out of the N64's games.

2. You couldn't actually make Final Fantasy VII because its a Sony game, but you could make a identical game for the N64, minus the video. The N64 supports many graphical modes that other 32-bit systems don't, and the end result would be a similar game on the N64 that looked far better.

3. Sometimes I do, but as soon as I stick my head down the toilet and pull the chain I seem to think much clearer. Seriously though, the memory limitations and costs of carts are an issue that make you think, but the fact that there's no loading time and that the games so far don't appear to have been limited by the cartridge format, makes me think that Nintendo may have done the right thing.

DEAR N64 GAMER,
I have a few questions about the N64's multiplayer gaming and having to divide the screen up into four small boxes when playing. You see, not everyone has a 68 cm TV and these people have to put up with such small viewing area. My question is, will there be some company that will invent a little black box that will allows you to hook up four or more T.V's into one N64? Also, if the 64DD modem hits our shores are

we going to have to pay on-line fees or some sort of monthly bill or are we going to be able to dial a friend locally or even set up a network in our own house?

Thanks,

MICHAEL GLEESON

Bonny Hills, NSW

Unfortunately, some games do suffer from small viewing area in their multiplayer modes. Your idea of connecting a few T.V's to the one console would unfortunately not solve this problem, as all the different viewers would still have to put up with the same small viewing area. You're on the right track though, what would work in the future would be a games console with multiple T.V outputs on it. This would allow 4 or more people to play full-screen games on different T.V's with all displays being generated by the one console. Due to the power required to calculate four full-screen images though, we will probably not see this type of invention until the next set of game consoles come out in the future.

When the 64DD modem reaches our shores, you can probably expect to see all of the modem set ups you spoke of. A server would probably be set up by Nintendo for on-line gaming, but this would also probably come at a price. The direct dial up would be the preferable method, as you just have to dial to your friends house to start up a game. Imagine Goldeneye 2, where you could link 2 N64's up over the phone and have a eight player death-match...

AND NOW, A POEM...

"Ode to 64 Bits"

The Nintendo arrived on March first,
with buyers and gamers ready to burst.
Owners danced to and fro,
as Mario said "let's a go"
The gameplay went on from week to week,
but Mario's ending was up shit creek.
And more complaints like

WIZPIC



DOWELL WILLIAMS

"More things to buy!" made all the little whingers cry. When they complained about hardly any games, this sent me mad, raging in flames. "Shut the hell up! You've got your fun! Many people out there don't even own one!" But they still continued to scream and shout, so the damn developers rushed games out. War Gods, Crusin' USA and Extreme G, were all a major let down

to me. But finally we all stopped having a cry when we saw games like Rare's Goldeneye. I'm glad Nintendo took a really big risk, choosing the cartridge over compact disk. There are only small problems that I can state, no games like Tekken 2, or Resident Evil to date. And there's no talking in 007, if there was, the game would sure be heaven. And the one which every-

body blames, are those crappy third party games. But don't get me wrong-most are good, just like all N64 games should. So to summarise I say the past is a small stain, but, with what's coming up, I can't complain. And to all the complainers, can't you see, They're working their butts off for you and for me. So shut up and play. MATT MORTIMER. Well, 'nuff said...

New sections opening soon!

We are going to open up a few extra sections in N64 Gamer next month. The first will be a **MULTI GAMING MEETING PAGE**.

Ever been sitting at home on a Saturday afternoon with your new copy of Goldeneye, two new pads and nobody there to play with! Sure you have, in fact, most of us have. This is where the Multi gaming page comes in.

All we need you to do is send in your name, age, suburb, city and phone number along with the multiplayer games you own. Then, when the next issue of N64 Gamer comes out, you can check the Multi gaming page for any other N64 gamers in your area that are also looking to meet up with new players to kick some major butt. It's a great way to meet new friends, learn tips and tricks that you've never heard of, and have heaps of great fun playing multiplayer games.

If your a bit younger, make sure you check with your parents to get the all clear before you write in!

Send your details in an envelope to:

Multi Gaming

N64 GAMER
78 Renwick st
Redfern, NSW, 2016

The other section we want to open up is a **N64 GAMER TRADER PAGE**.

Here you can trade, buy, or sell those old carts that are just sitting around collecting dust and then use the money to pick up the latest and greatest games. All you have to do is write in with a list of your games to sell/trade along with your name, postal details or phone number. We'll print your info in the next issue and hopefully you'll be playing a brand new game before you know it. Also, for those people looking to pick up some cheap carts, this page should be the best place to look.

Send your details in an envelope to:

Game Trader

N64 GAMER
78 Renwick st
Redfern, NSW, 2016

Use your gaming skills to WIN Games!

This is a new competition section where you guys and gals can send in your best times in various games and we'll print your results. So, all you have to do is snap a few screen shots of the game's high score or best lap page with a camera and send them in with a picture of yourself. If your the fastest we'll print your times and your photo!

The first game we're having in the competition is the legendary Mario Kart. We're after the fastest time on Wario's stadium track. So, get to it and send in those shots! Also. If you're a genius and have come up with a ground breaking shortcut on this track, be sure to send in details and we'll worship you even more!

Oh, I almost forgot! The winner will receive a brand new copy of Yoshi's Story!

Send your picks and details to:

Mario Kart Comp

N64 GAMER, 78 Renwick st, Redfern, NSW, 2016



Yoshi's Story

PUBLISHER: NINTENDO CATEGORY: ADVENTURE
AVAILABLE: APRIL PLAYERS: ONE

While you could argue that Mario 64 has set the standard for Nintendo 64 games in the future, there's no denying that most of Nintendo's success in the past was due to games like Super Mario World and Yoshi's Island. There's just that something special about Nintendo's 2D platform games, and thankfully Yoshi's story has carried over all the charm and playability seen in the SNES games to the N64.

Shock, horror... This isn't a '3D state of the art' technological benchmark like Mario 64, but Yoshi's Island is incredibly good fun, and that's what counts most after all.

N64 Gamer were lucky enough to get hold of a finished copy of Yoshi's Story and the old N64 hasn't been given a rest since Yoshi came in.

Where to start... Well, the game is incredibly cute. Yoshi looks brilliant, and has many more animations and movements than were ever seen in the SNES game. This time, though, he is alone, without little baby Mario (it's a God-send, I could never stand all that crying in the SNES version) and all of the game's 24 levels revolve around Yoshi's hunt for fruit rather than defeating enemies. Most

of the time Yoshi uses his tongue to grab any fruit that's visible on-screen, as well as being able to throw

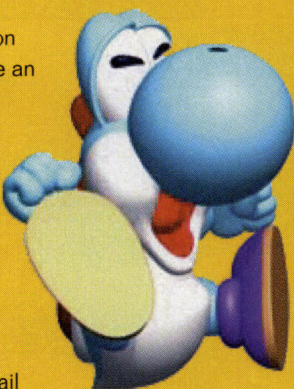
eggs that he has picked up to bust balloons that cover some fruit. 30 pieces have to be collected, but this is no easy task in the harder levels of the game as huge enemies often bar the way to those juicy melons and apples.

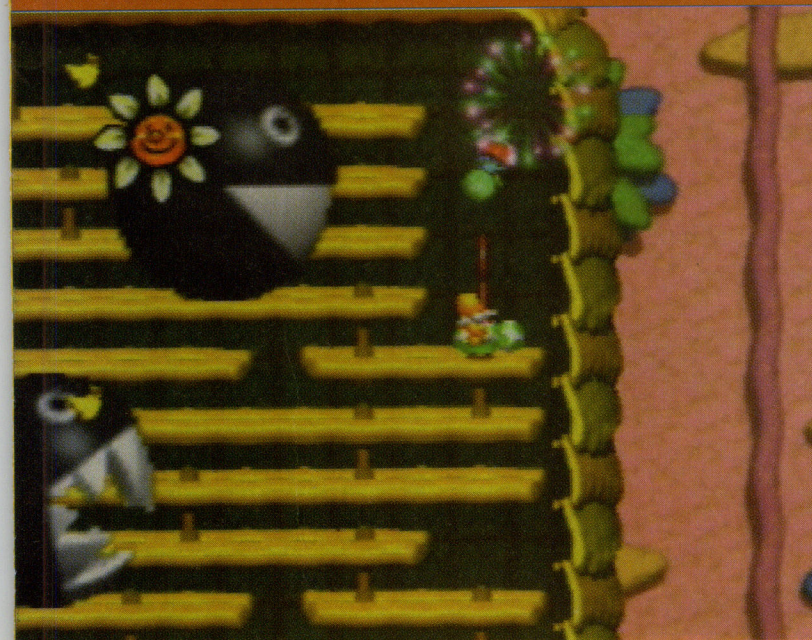
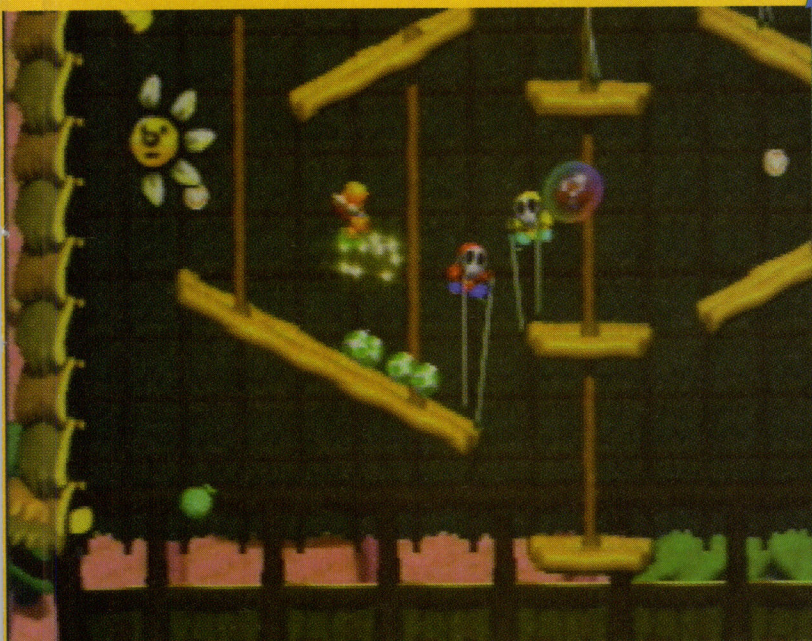
The game is set up like Lylat Wars, in that you can select a different path each time you go through the game. This enables beginners to take the easier path, while the advance players can tackle the harder levels. The levels range from underwater worlds to cloud palaces in the sky and even the traditional fire world and castle world seen in most of the 2D SNES platformers before. What's different though, is the look and feel of the game given through its visuals.

Everything is bright, colourful and extremely well detailed and the game contains the visual quality that far exceeds what was seen in Donkey Kong Country on the SNES. Nintendo have set out to give the game an overly cartoon look, with some stages constructed out of wood, rubber and even denim (stuff used in jeans!). Furthermore, the game is seen to be a 'story', with each level being introduced by a new page in Yoshi's Story book flipping over and opening out into a full 3D display.

The sound is equally impressive and thoroughly enjoyable. Never before have such cute tunes been heard on a videogame. Lots of effort has gone into the game's tunes, and they never fail to match the game's backgrounds, as well as always pleasing the listener. Most memorable though, is the singing (yes, singing!) that occurs between rounds and on the title screen of the game. Sounding quite like the 'chipmunks', although cuter, is the sound of Yoshi and his friends singing their theme (I still can't get it out of my head!!!).

Yoshi's Story will be a big title on the N64. Although it may lack the length and difficulty to test the hard-core gamers out there, it will be a game for beginners and those who remember the great graphics and gameplay typical of games like Super Mario World that have seen Nintendo become a major developer of videogames.





DualHeroes

PUBLISHER: **HUDSON SOFT** CATEGORY: **FIGHTING**
AVAILABLE: **MID '98** PLAYERS: **1-2**

Dual Heroes was one of the first fighters announced for the N64, with 'Power Ranger' type characters fighting inside 'Fighting Vipers' style caged rings. Eight characters that look quite similar can be selected, each with their own special moves and combos with which to beat the crap out of each other.

The game uses the tried and tested 'Virtua fighter' control method of just three buttons: punch, kick and guard. Combinations of these result in the combos that the initial version appeared to be a little short on.

New to fighting games is the 'Virtual Gamer' that Dual Heroes offers. In this mode you can select one of eight fighting personalities for your opponent, with each having different fighting styles and tactics for battle. Now each opponent you fight will take on the tactics of the Virtual Gamer, with this option hopefully resulting in longer lastability of the game in single player mode.

Graphically, Dual Heroes runs at 60 frames per second and uses some nice textures for its characters and backgrounds and together with the Virtual Gamer option, Dual Heroes should be one for the fighting freaks when released later this year.



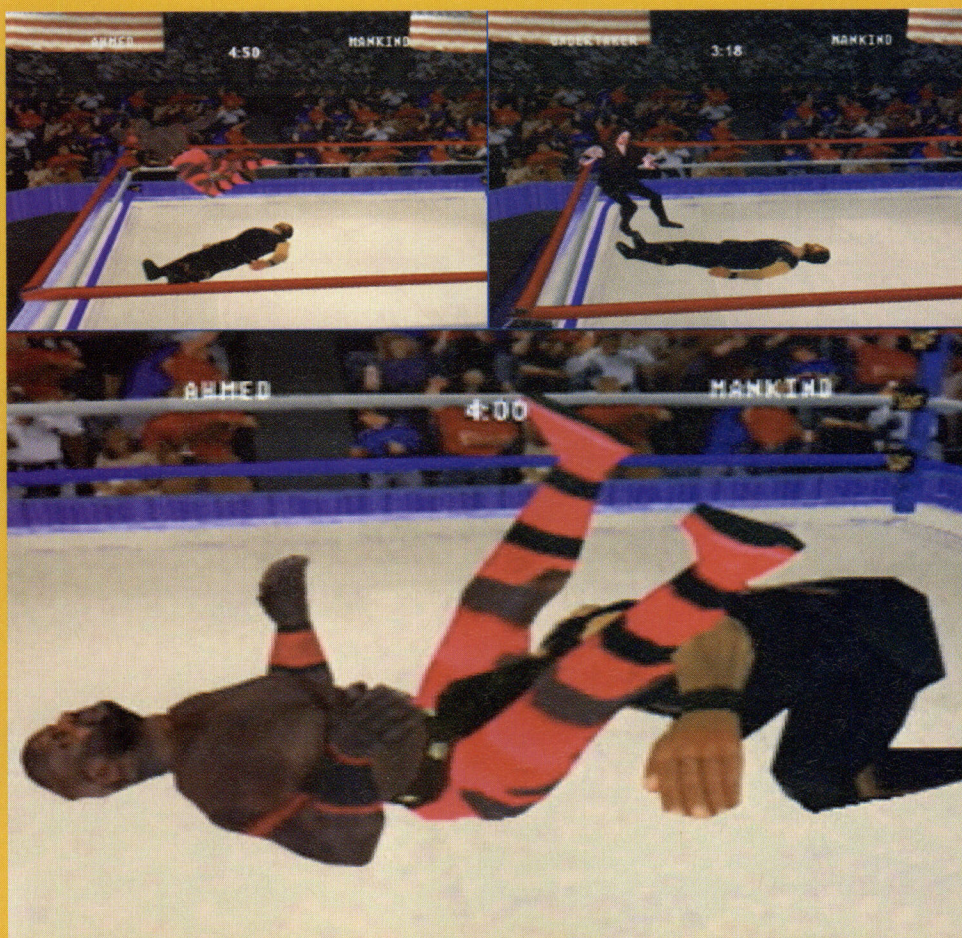
Legend of the Mystical Ninja

PUBLISHER: **KONAMI** CATEGORY: **3D PLATFORMER**
AVAILABLE: **LATE '98** PLAYERS: **ONE**

Legend of the Mystical Ninja is the sequel to the series of popular Japanese SNES games, Ganbare Goeman. There's more than a passing resemblance to Zelda in this game, even coming down to the hero buying weapons with the various coins he picks up around Japan, where the story is set. Goeman is free to explore the large town he inhabits to bash unsuspecting criminals, and the odd bystander, with his staff. The object of the game is to full explore the towns and talk to its inhabitants and try to find his way through traps and mazes in an effort to get to the boss of each stage. Building and underground passages are linked together cleverly, so it's possible to travel from one section of the town, and back again later to find hidden clues and money.

The player also has the ability to switch between two characters: a young boy with a staff, or a ninja who uses a hammer to attack. Graphically, Mystical Ninja owes a lot to Mario 64, as much of the graphics and gameplay are very similar. As it is though, it doesn't quite appear to have the polish and appeal of Mario, but when released, should make an alternative to Nintendo's games.





WWF Warzone

PUBLISHER: ROADSHOW **CATEGORY:** FIGHTING
AVAILABLE: LATE '98 **PLAYERS:** 1-4

The programmers of Turok just can't seem to do anything wrong, can they? Well, after the success of Quarterback Club '98, Iguana are hard at work on a wrestling title for the N64.

WWF Warzone is set to bring twelve (there could be more in the final version) of the worlds best wrestlers into the ring where they can battle it out for the title belt. There's the Undertaker, Mankind, Goldust, Ahmed Johnson, Steve Austin, Bret Hart, Shawn Michaels, British Bulldog, Faarooq, Rocky, Hunter and Shamrock all vying for a shot at the WWF championship.

Thanks to the brilliant 3D engine seen in Quarterback '98, WWF Warzone is using the N64 high res mode of 640 by 480 res, and the result is, like Quarterback '98, utterly jaw-dropping. Iguana have even digitised the faces of the wrestlers and mapped them onto the polygon models in the game making the wrestler appear incredibly lifelike. Brilliant camera angle options are also available allowing you to zoom up close to the wrestlers, or even draw back to the 'blimp' cam to view the ring from a distance.

Iguana haven't forgotten the all important gam-play factor either, with the programmers currently focusing on maintaining realism with the wrestlers moves (and plenty of dirty moves as well).



AeroGauge

PUBLISHER: NINTENDO **CATEGORY:** RACING
AVAILABLE: MAY **PLAYERS:** 1-2

After the somewhat disappointing Extreme G, N64 owners can look forward to a great Wipeout-style racer in the form of Aero Gauge. N64 Gamer managed to get their hands on an early version of the game and can say that it really looks promising. The frame rate is currently very smooth and the use of varied colours in its graphics is quite a step above Extreme G. Pop-up is unfortunately seen in the distance on some tracks but this may be fixed in the final version. We can also say that the feeling of speed is very good, especially in the sections of the tracks that are underground and inside huge pipes. We often found ourselves tilting sideways whenever the craft took sharp turns- such is the feeling of movement that the game relays.

Five courses are available to race in, with the usual time trail and Grand Prix modes available for selection. Five different 'aero' machines are also available for selection and all offer quite different handling characteristics to the next.

A two player mode is also available and the game always maintains a smooth frame-rate, even when there's lots of graphics on screen moving at a very fast rate.

NHL Breakaway '98

PUBLISHER: **ACCLAIM**
AVAILABLE: **MARCH**

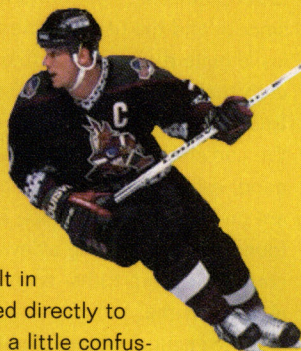
CATEGORY: **SPORT**
PLAYERS: **1-2**

The second Iguana title that N64 Gamer got their little greedy hands on this month is NHL Breakaway '98. Not content with the title of 'best American football game programmers' on the N64, Iguana have set their sights on cornering the ice hockey market with NHL Breakaway, and N64 Gamer have learnt that Iguana have basketball, baseball and soccer games in the works as well. The boys at Iguana are on a roll, and have applied their programming knowledge of the N64 chipset to this hockey game and the result is the second sports title on the N64 to use a high resolution mode. Although not as high as the resolution seen in Quarterback Club '98, NHL Breakaway's graphics are still crystal clear and remarkably sharp. Like Quarterback Club, this game maintains a smooth frame-rate even when there are ten players on-screen at once with the result being a very visually impressive game. More notable though, is that the characters have a much higher polygon count than those seen in Quarterback Club, and because of this they look much more solid and realistic. The motion captured movements of the characters though, are a step above what's seen in Quarterback, with the players looking very graceful as they move about the ice.

With the full NHL licence, all 26 NHL teams and about 600 players are available to use in-game and NHL Breakaway has coaching options that allow you to determine the physical attributes of your players. These physical attributes have become important because the players are now restricted by their fatigue, as weaker characters will notably perform a lot worse than stronger ones. This, and the ability to trade players make NHL Breakaway a much more simulation-type hockey game than Wayne Gretzky's.

Another new addition is the icon passing system that, when the Z button is held, displays an icon of an individual N64 button over their head. Pressing this button now, will result in the puck being passed directly to that player. Although a little confusing at the start, this method is actually very useful for beginners and experts alike and allows you a great level of control over passing in the game.

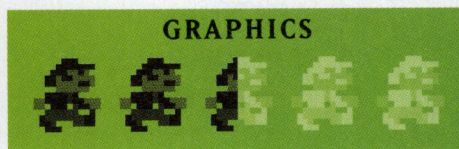
All up, NHL Breakaway looks like it's got the stuff to knock Wayne Gretzky's Hockey right off its perch as the best hockey game on the N64. Check out the full review next issue!



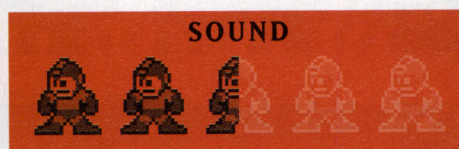
The review system explained

This is probably the most important part of the magazine as here the reviewers tell you the good and bad points about games, hoping to point you in the right direction when buying software. The reviews will be broken into three parts called graphics, sound, and gameplay. By laying out the reviews this way we hope to make reading them and understanding the key points in games a lot easier.

At the end of the review there are the three categories where the game will be judged, as well as the final score. Use these categories when comparing games against each other, or when you just want to find out how good the game really is. The final score is a reflection of how good the game is overall, with graphics, gameplay and sound combined. Below are example of the types of game scores you can expect:



Does it look good? Is the level design in the game great? Is the game very smooth in its frame rate? Does it make you stand back in awe? This score reflects just how good the visuals in the reviewed game are.



How clear are the effects, music and speech? Does the sound add greatly to the gaming experience? Sound is a important part of any N64 game, and should support the games graphics in providing a realistic gaming experience.



How does the game feel to play? Is it fun? Does it present new ideas in video gaming? Will you still be playing the game in a few weeks? No matter how good a game looks or sounds it won't be much use if it doesn't play well



This is a Overall score and reflects how the game stands with its graphics, gameplay and sound considered. Below is a list of scores and a description of what type of game you can expect given its final mark.

10

The perfect game. Don't expect this score to be awarded too often as the combination of state of the art graphics, sound and gameplay have to be achieved. Mario 64 is a example of a title that does this, and it's aimed at the broad range in age as well, as it's accessible to young and old gamers.

9 | 9.5

A excellent game. This game achieves high levels in all areas, and is well recommended. An essential purchase for fans of the genre.

8 | 8.5

A great game that contains some small faults but these are far outweighed by the overall quality and appeal of the game. Well worth purchasing.

7 | 7.5

A good game with a few faults. It may be one small area of the game that pulls down its overall appeal but it's still recommended to fans of the genre.

6 | 6.5

A average game. This one really has faults that stops it becoming a good fun game. Fans will probably find something of interest here, but be sure to check it out carefully first.

5 | 5.5

A game that just fails in more areas than it achieves. Either its gameplay, graphics, or sound (or worse, all three) are really lacking. This title should really be approached with caution.

4.5 or below

A game that really stinks... It's a fact that games like these make us really appreciate the 9 and 9.5 titles. Should generally be avoided.

Games Reviewed this issue:

- 26 WCW vs NWO: Wolrd Tour
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- 38 Fighters Destiny
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- 54 Mischief Makers
(Reader Review)
- 56 Mortal Kombat Mythologies
- 60 Tetrisphere
- 64 Wayne Gretzky's Hockey '98

Reader Review

We have set up the reader review section to give you guys and gals a chance to write in and voice your opinion about the games you love or hate.

Every month there will be a different game up for review, and the best review received will be printed, along with a comment from one of our guys. The writer will receive a free N64 game that's current and hot.

All you have to do to enter is write a five hundred word review along the same guidelines that we use, with all of its scores and send it to:
READER REVIEW, N64 Gamer,
78 Renwick st, Redfern, NSW 2016.

Don't worry about pics, as we will pick out some nice shots of the game to accompany your review.

Next issue the reader review will be Yoshi's Story. So get to it and write those reviews!

WCW vs NWO: World Tour

A chance to smash my old enemy, Hulk Hogan! STEVE O'LEARY greases up...

Looking at the N64's library of games so far, it's apparent that there are quite a lot of multiplayer games available for violence addicts like myself. You can blow your opponents brains out in Goldeneye, cut off their head and rip out their liver in Mace, shoot 'em down like a dog in Lylat Wars and launch a red shell right up their butt in Mario Kart. But for me, something was still missing. There seemed to be a big empty hole in my life (or in my head), and none of these games could satisfy my primal urge to smash things. That was, until WCW vs NWO came into the N64 Gamer office. Now I'm quite happily pile-driving my opponents on concrete floors, clawing their eyes out of their sockets, kneeling them repeatedly to the stomach, head-butting them in the groin and using the occasional baseball bat I get from the crowd to crack open their skulls. Yes, a fully 3D wrestling game has finally arrived on the N64 with over 40 wrestlers, each with their own unique moves and an utterly brilliant multiplayer mode that will keep you and your friends mashing those buttons for a long time to come.

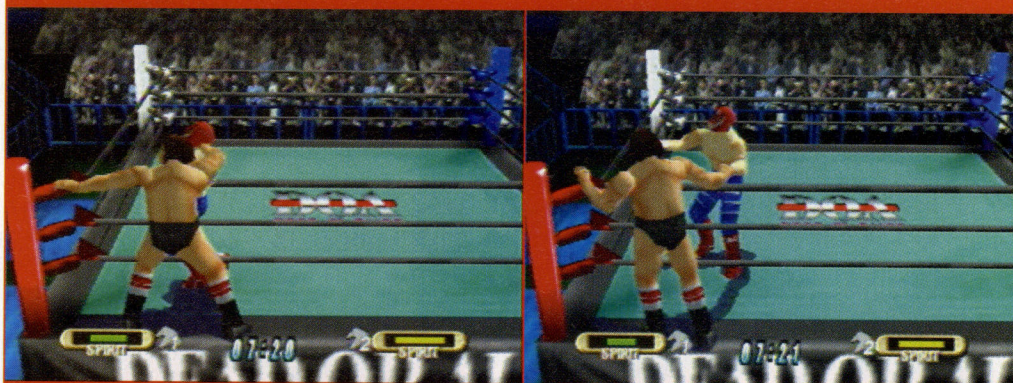
Wrestlin never looked so fine

After powering on the N64 you're greeted with 3D wrestlers who enter the ring and start strutting around like God's gift to women. Mind you, some of these wrestlers are very ugly and fat, but they all look great thanks to the excellent motion captured moves and textures on the wrestlers. Each wrestler has their own individual face textured onto their head, with many wrestlers like Hulk Hogan and Sting instantly recognizable. On top of this, each player has at least three different costumes, be it the usual leg tights, shorts or even the full spandex suit with matching headband and sunglasses. Those without shirts look great, with the N64 texturing abilities giving them huge pecks and large muscular arms that make them look real 'beefy', just like the big buffoons on TV do.

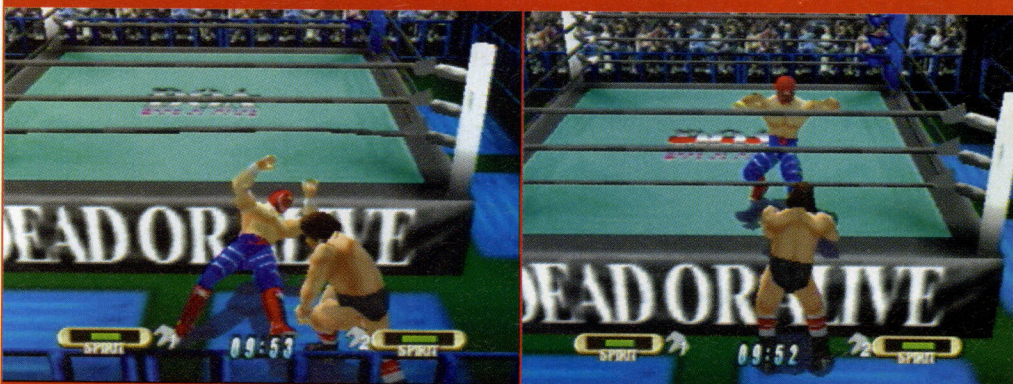
As mentioned, apart from the 3D polygon look of the wrestlers, it's their movement that make the game look so visually realistic. Punch a wrestler and he'll stagger backwards, kick him in the groin and he'll fall down to the canvas and rock back and forth in pain, jump off the turnbuckle and land on his leg and he'll grasp it with both hands and throw his head back screaming in agony. If your opponent really beats the crap out of you, you'll often see him parading around the ring with his hands in the air, signalling his intention to nail you with his super move, or some other dreaded special

DIRTY DEEDS DONE DIRT CHEAP!

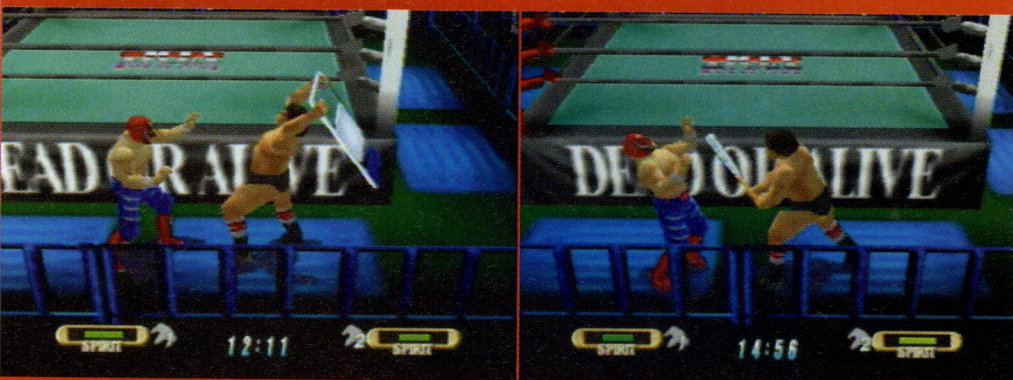
Hey, it wouldn't be a proper wrestling game if you couldn't cheat, would it? Well you can and here's how:



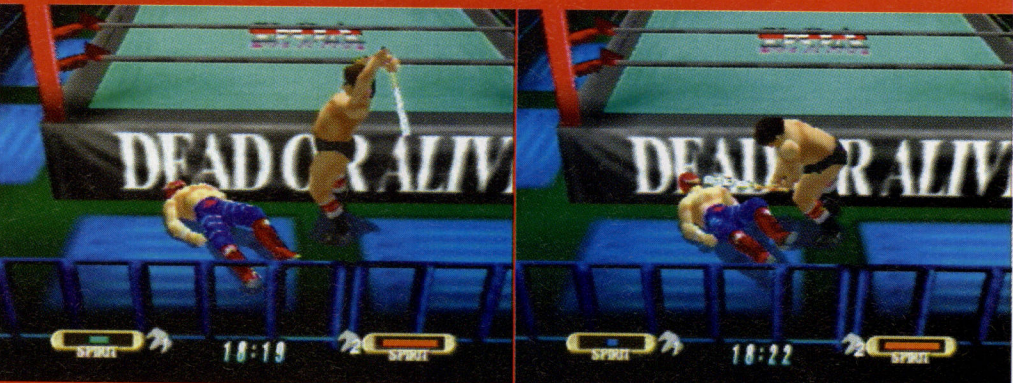
1. When on the outside of the ring near the turnbuckle- SLAM HIS HEAD INTO THE POLE!



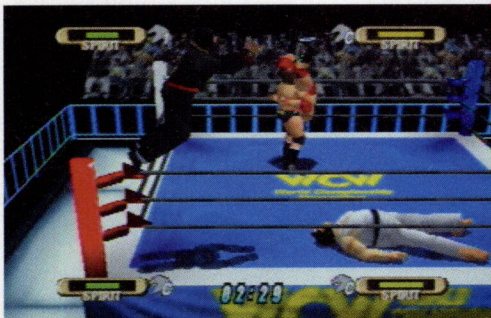
2. If you're outside the ring and he's inside then- PULL HIM OUT OF THE RING!, AND THEN...



3. SMASH HIS FACE IN WITH A CHAIR!, Or, 4. A LOVELY OLD BASEBALL BAT! and



5. KEEP GOING, EVEN WHEN THEIR DOWN! That's it... Now don't you feel better? I sure do!



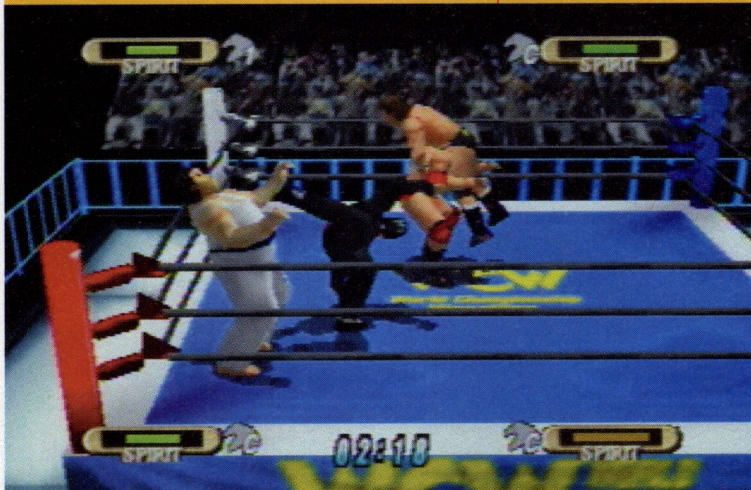
Now, I'm going to do a 3-point landing on your head



Suplex him onto the concrete... Now that hurts!



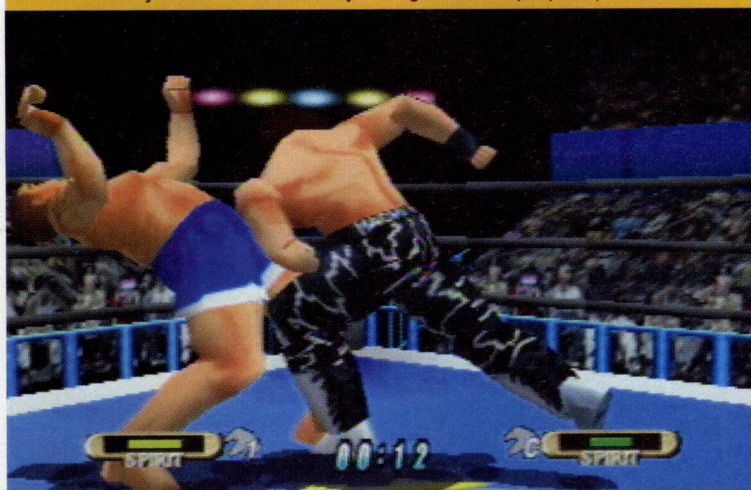
Close your eyes and say goodnight, Hogan!



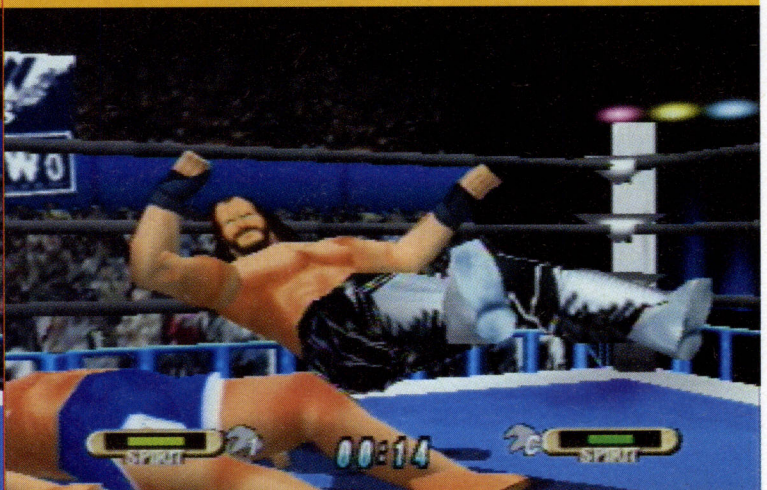
The battle royal never fails to make you laugh, at other people's pain, of course!



Yes, he is punching him in the head!



In the single player mode the camera angle zooms right into the action

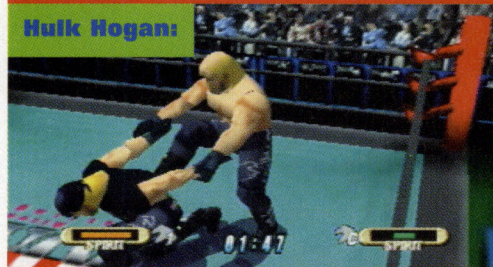


Doesn't Macho Man Savage look happy... Wrestlers just love to smash each other!



Whether it's single, two, or four players, WCW is sure to appeal to game players alike. The game's great fun, and that's what it's all about!

WRESTLING BUFFOONS



Hulk Hogan:

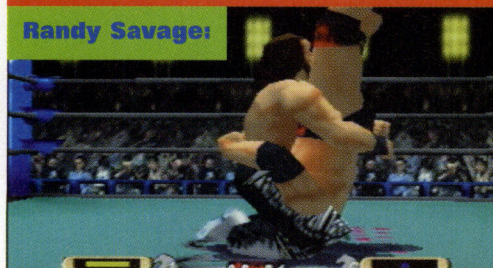
Hogan's chicken wing stretch



Hogan's special-The death choke



The famous pile driver

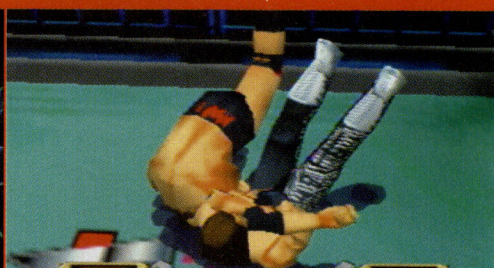


Randy Savage:

The Savage screwdrop



Macho Man suplex



The Macho D.D.T



Glacier:

Glacier's backslide pin



The infamous Boston crab

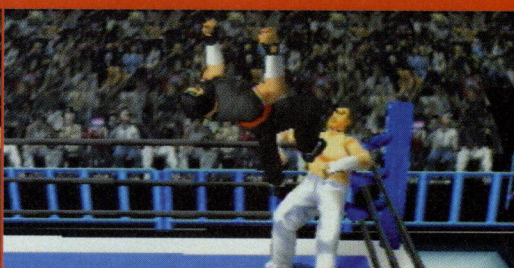


The Glacial death kick

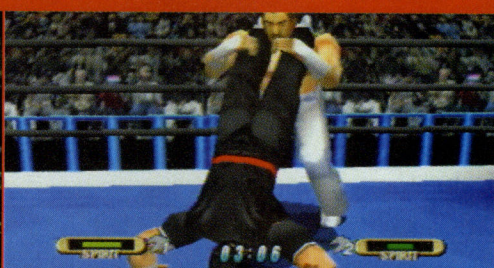


Black Ninja:

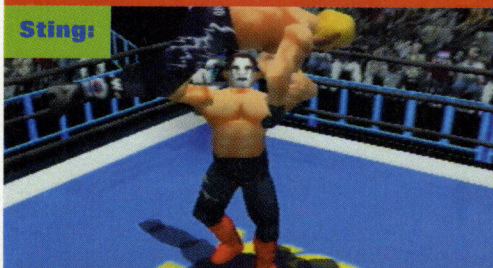
Ninja ground punches



Ninja Flip kick



Ninja scisscors

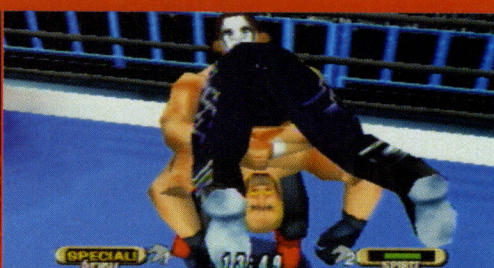


Sting:

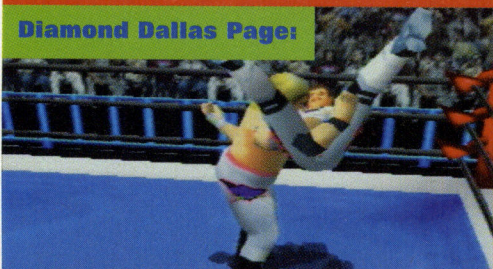
Sting's lifting slam



Sting's back suplex

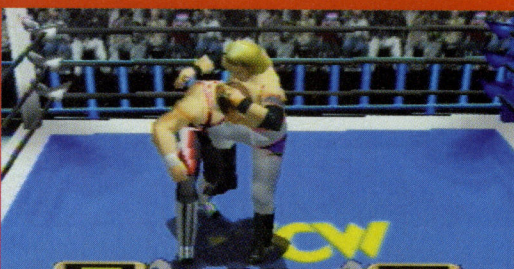


Sting's special-The power jack

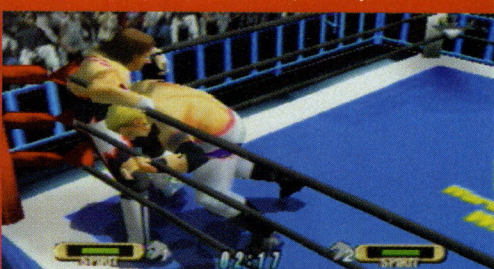


Diamond Dallas Page:

The Page Doctor Bomb



Kneebutts to the chest



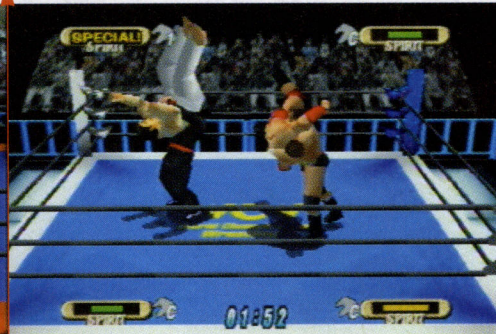
Headbutts to the chest



Players cringe after seeing Hogan's butt kissin' move



Butttox ahoy!



Everyone pick up their partner and start dancing!

throw that will see you heading for the lockers before he even starts sweating.

Pain cam...

The game's camera angles always provide the best view points for action and are constantly zooming around the wrestlers to give you the best insight into how much that move REALLY hurts. Furthermore, the action never slows down, even when there are four wrestlers on screen at once. Occasionally you'll see some clipping problems, with players hands and feet appearing through their opponents bodies and the characters can sometimes look at tad blurry when the camera zooms right out (to show all four characters when they're at opposite sides of the ring), but these drawbacks don't stop WCW vs NWO from being a stand-out graphical title on the N64. In fact, one look at the old 2D sprite based wrestlers on the SNES will make you appreciate how far this type of game has come with the introduction of WCW vs NOW on the N64.

Disappointingly, the sound takes a back seat to the visuals in WCW vs NWO. The music isn't awe-inspiring and won't have you smashing your opponents skull to the beat, but the sound effects do manage to give a sense of impact that wrestling freaks will love. Punches, kicks and especially the old baseball bat to the head give a nice heavy 'thud' sound on impact that's sure to bring a smile to many faces and a roar from the crowd accompanies all really good moves like these when performed on your opponent.

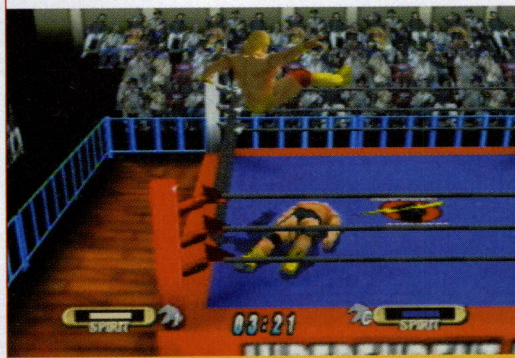
The wrestling in WCW vs NWO can take place in single one-on-one matches, tag team matches, three-on-one matches (Loves those odds!) and the royal rumble with four wrestlers in the ring at once. A full range of options allow you to tweak the time limits, TKO ability (whether they can be knocked out or not), ring out counting and much more. It has to be said that the royal rumble is a personal favourite in the N64 Gamer office, as allowing four players to biff it out at once is one of the best multiplayer experiences you can have. In the royal rumble, for example, when one player is pinned or

TKO'ed he has to leave the ring but this doesn't mean he's out of the action. Outside the ring, the player has the ability to pull other wrestlers out of the ring and then go to work on them with a foreign object like a chair or baseball bat. Moments like these are guaranteed to cause much fun and mayhem whenever a few extra players are around.

Plenty of ways to smash

The range of moves and abilities of the wrestlers will not fail to amaze either. Any normal character in the game has over 30 moves at his disposal and with over 40 different wrestlers available, each with different moves and throws, WCW vs NWO certainly offers plenty of variety in its bouts. New to this wrestling game are reversals, which effectively allow you to stop an attack and counter it with one of your own. If you combine these reversals with the block button, which stops all attacking blows, then WCW vs NWO can be much more than a simple button smashing event, with the ability to use skill and timing much greater than what's usually found in this type of game.

Unlocking all the secret characters in the game by winning the various title belts, and then mastering their moves will take a good deal of time and as such it's hard to go past WCW vs NWO if your out for a good wrestling/fighting game. It may not have the depth of some top-notch 3D fighting games today, but it's great slapstick fun, especially with some friends and it's probably as good as wrestling games will get for quite some time.



You just know that the man on the canvas is going to die!

SECOND OPINION

This is definitely one of the best titles this month. The Characters are large and very solid, but as Steve mentioned, it's the animation that really amazes. They move so perfectly that the choreography almost outdoes the real thing. Believe me, this is the closest you'll ever get to championship wrestling unless you slap on a pair of sexually questionable leotards and start rolling around on the ground with other guys. There are tons of characters with heaps of cool moves and apart from a slight tendency towards button bashing, the playability is great. WCW vs. NOW is a highly enjoyable game that is well worth checking out, especially if you've got a lot of friends to slap around. **Narayan**

PUBLISHER: GT INTERACTIVE

DEVELOPER: THQ

GENRE: FIGHTING/WRESTLING

RELEASE: NOW

PRICE: TBA

RATING: G

PLAYERS: 1-4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8.5 | 10

NaganoWinterOlympics

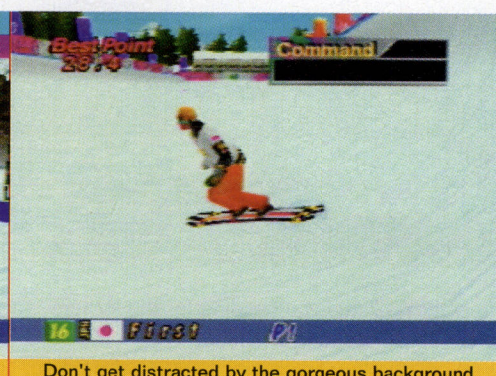
The man of high athletic calibre, NARAYAN PATTISON entered Nagano '98's Olympics



Mum, I think I'll need my neckbrace again



Boy those steroids really paid off



Don't get distracted by the gorgeous background

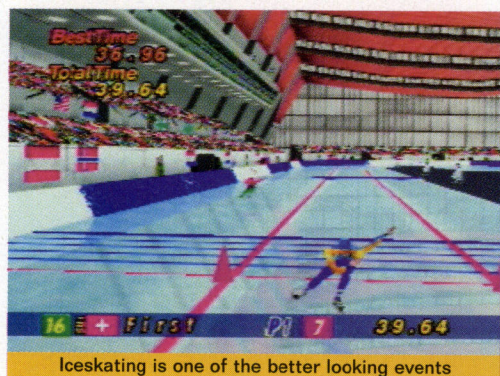
There were mixed feeling towards Nagano when we heard it was coming to the Nintendo. We knew it was done by Konami who have a strong reputation, and the screen-shots looked good, but it was after all just an Olympic events game. These types of games have rarely been good because they have had to spread themselves over too many events. This usually means they lack the style and gameplay innovations of sports games that can concentrate all their effort into a single event. After putting Nagano through its paces it must be said that it is a mixed bag. It has many admirable improvements to add to the genre, but it also comes with its fair share of disappointments.

Well, the shots look good

Nagano's visuals are best described as ade-

quate. They are not so bad that you constantly stop and say "man these graphics suck" (except for the lame 2D background on the skiing levels that simply rotates back and forth). Unfortunately, they are also not good enough, by any means, that they force you to stop and say "man these graphics are awesome". The game manages to create fairly convincing snowy landscapes (which thankfully have no fog), it's just that you can't help getting annoyed because you know the Nintendo 64 is capable of so much more. It is not a good sign that a game that is all about snow and ice is graphically outclassed by Mario's snow worlds. Mario is 18 months old and the fact that better looking snowy landscapes could be created back then is a bad indicator of the amount of effort that has gone into creating Nagano.

The characters are the best thing about Nagano's graphics. In typical Konami style, they are large and very well animated. The development team has even managed to surpass the quality of character animation in their earlier effort (ISS64). A typical example of the quality is the animation of your character if he fails to get into the bobsled in time. He trips spectacularly, falls flat on his face, then pounds the ground in disgust at his failure. The events even have a replay at half-speed that really lets you admire the animation. The character graphics are fine (though, that's mostly because of the Nintendo's custom abilities). They could have been textured better and they are a bit blocky. The characters would have looked a lot better if they were made using a single solid shape (like those in Goldeneye) instead of the Lego-man effect of using many small blocks.



Ice skating is one of the better looking events



The character graphics are definitely a strong point



It's a bird, it's a plane, no it's a geek on a skateboard

THE EVENTS:



1. Alpine Skiing/Downhill: The aim is to make it to the bottom having successfully navigated between all the pairs of flags. This event is incredibly fast, and so it is best to stay in the middle of the track to give you the best chance of getting between the flags which come up on you very quickly.



2. Alpine Skiing/Giant Slalom: This event is very similar to downhill, except that the flags are much more difficultly placed. This means that there is a much bigger emphasis on cornering and less on speed. Only practice will see you through these courses at decent speeds



3. Freestyle Skiing/Aerials: Select from a list of tricks and then try to execute them properly by pressing the power button in the air to get your power level the same as the indicated level. To avoid landing on your butt, press the landing button just before you hit the ground.



4. Ski Jumping/K=90 & K=120: These two events involve speeding off a jump and trying to get as far as possible without landing headfirst. If you don't want to stack it immediately you must be holding down on the analogue pad from the start, then push up just before you get to the end of the jump. While your in the air use the stick to tilt yourself back a bit (so that the front tips of your skis are higher), then press the landing button the instant before you hit the ground.



5. Bobsled/Four-man: Easily the second best event because of its awesome speed and sound. The four-man bobsled enables you to control four characters who push the sled, then jump on, one after the other. As your sled picks up speed in the ice tunnel, you have to keep it from flying off the track. This is done by keeping to the inside of the track on each corner. One wrong move will see you smash real bad.



6. Snowboard/Halfpipe: You first create a list of tricks you want to perform, then you do your best to pull them off. The control is completely different from the skiing event, in that the computer actually displays the button commands necessary to perform the tricks. This is by far the best event because there are heaps of different tricks to perform and some are nut-bustingly difficult to pull off.

EVENTS CONTINUED:



7. Snowboard/Giant Slalom: This is simply a total rehash of the slalom skiing event, except that you use a snowboard. Yawn.



9. Curling: This event is decidedly unusual. Think of it as lawn bowls on ice, where you try to get as close as possible to the target and try to knock your opponent's stones out of the way. A weird event that, with time, can become one of the most addictive in the game.



8. Luge/Single: This is very similar to the Bobsled, but the luge is much lighter and it's easy to fall off.



10. Speed Skating 500m and 1500m: Control the speed via the L/R Buttons (left/right leg). You have to keep up a rhythm and watch over your skater's stamina. It's harder than it sounds.

Button smashing madness

This is typically the section that separates the great games from the drivelling piles of sadness. So where does Nagano Winter Olympics sit on this scale? Somewhere in the middle is the answer. As far as multi event sports games go, this is easily one of the best yet. Unfortunately, on a gaming pecking order, the Multi-event sports game is equivalent to a tadpole. The earlier efforts in which you had to bash the buttons as fast as you could to determine how fast you ran were about as challenging and skilful as spelling 'cat' with 17 dictionaries piled up next to you. Nagano has, at least, removed this type of gameplay so that the speed-skating events rely on the rhythm of your button presses and the stamina that you have left. This improvement adds, at least, some skill to the racing events. The rest of the events are enjoyable enough it's just that most of them are easily mastered once you have learnt the corners, or the timing of the button presses. Also in some events the computer does way to much without any control from you. For example, in the Freestyle skiing



lightning reflexes are needed to pull off the tricks



I should have let mum convince me to take up curling



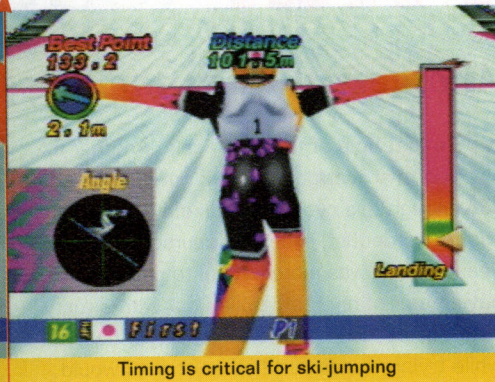
The luge is definitely one of the fastest events



Where can I get some of these funky lycra tights



This sure is an Alpine Racer beater, NOT



Timing is critical for ski-jumping

event the computer will Ski to the jump and do all the tricky flips and twists in the air without you having to do anything. This is simply too much. In a good game of this type the character should do very little without your control.

On the positive side, once you have got the hang of the events (which will only take a day) there is definitely some desire to better your scores and the multiplayer game is Nagano's strongest asset. It is always going to be fun to compete against your mates and laugh in their faces when you get a better score than them.

Hey, it sounds great though.

After the uninspired graphics, the excellent sound does come as a very pleasant surprise. The sound effects are easily among the most realistic to ever to be heard from the Nintendo's sound chips. The crowds cheer realistically in response to what your character does. Pull off an impressive stunt and they support you with a huge cheer. Similarly, if you take a tumble going down the slopes they will

give you a comforting "ooooohhhh". The effects for your actions are also spot on. The bobsled sounds so much like the real deal that you can feel the spray of ice in your face when you scrap the sides. This kind of attention to detail really builds a good atmosphere. The music is not quite as good as the effects but the tunes suit the action decently enough.

Nagano is not a bad game. For what it is, Konami have made a decent effort. The problem is that Olympic sports games need to be of incredible quality if they are to overcome their lack of lastibility for the player. Konami's effort is simply not good enough to be a worthwhile purchase unless your are a multi-event sports fan who loves these games. The events can be mastered very quickly and the desire to better your scores is not enough to justify the cost of the cart. Despite these problems, the multiplayer competition aspect of the game means you should definitely consider rounding up your mates and renting a copy for a night of fun, filled with many shouts of "Gold, Gold, Gold".

SECOND OPINION

I usually like this sort of game but I must admit that Nagano had me a little disappointed after a few hours play. The graphics really don't move that smoothly in many places and the gameplay can also become very tiresome. On the plus side, is that I really liked the curling event. It's something new that caught my attention and kept me coming back for more. Also, many of the events just seemed to lack the interaction needed to keep your attention and that fact more than anything, kept me from really getting into the game. If this is the sort of game you like, then go for it. If not, then maybe just stick to renting it on a weekend when a few mates are around.

Robert Garcia

PUBLISHER: NINTENDO

DEVELOPER: KONAMI

GENRE: SPORTS

RELEASE: NOW

PRICE: TBA

RATING: G

PLAYERS: 1-4

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: NO

GRAPHICS



SOUND



GAMEPLAY



OVERALL

6.5 | 10



Dragging your butt along the ice is not a technique judges tend to mark favourably

Fifa: Road to the World Cup '98

Another Fifa hits the N64 Gamer office... ROBERT GARCIA straps on his boots

It's that time of the year again. Another EA sports soccer game is due out, and funnily enough this event reminds me of my annual trip to the dentist, except of course that last years Fifa 97 was more painful to play than having four of my teeth pulled out with a rusty set of pliers. So, I sat down in front of my N64 while trying to decide whether or not I would get more enjoyment out of eating the Fifa '98 cartridge than playing it. Luckily for me (and my stomach), Fifa '98 turned out to be a huge, and I mean huge, improvement over last years effort. It's like EA had last years development team killed, and then re-hired a new set of ex-

MAKE US GREAT

With the full Fifa licence you can trade players, make teams and edit teams to your hearts content and all the players are the real ones you see on the field. It's a chance to bring in some outside professionals into the Australian line-up so that in this game we do have a shot at the World Cup.

Club Transfers

Brazil			Brazil		
America-RJ			Atl. Mineiro		
Bankroll = £1000K			Bankroll = £1000K		
Name	Pos	Act Value	Name	Pos	Act Value
D. Adriano	GM	£3,491	D. Ademir	CB	£3,509
B. Carlinhos	CB	£1,406	F. Alcir	RB	£5,558
Z. Carlos	LM	£1,459	T. Chicab	RF	£3,798
M. Datch	RF	£3,354	S. Dede	LB	£7,811
N. Flavio	CB	£9,424	J. Derriva	CM	£3,879
L. Glicinet	LM	£7,439	R. Escobar	LM	£3,778
T. Jairo Lenzi	LF	£3,409	C. Euller	LF	£7,921

Player Edit



Team Edit



The games great replay options will allow you to catch all the great saves



The indoor games are different, and real good fun



Try any dirt crap and you will get a card

soccer players-turned programmers to do the job, and they have really come through.

How many players did you say?

As you can guess, Fifa: Road to the World Cup '98 is all about the world cup and the games that progress up to it and as such has over 360 international soccer teams and 172 national teams. EA claim that there's over 6,400 soccer players in this game, all with different stats and abilities. On top of that there's a player creation ability where you can select all the physical and skill attributes of your player. There's also 17 different international stadiums from USA's to Spain's and even Australia's Sydney Football Stadium (it actually looks like the Sydney football Stadium!). New to Fifa '98 is the inclusion of indoor games that are played in a totally enclosed arena and rather than being a bodge in addition, the indoor games are quite different to outdoor games and very entertaining.

Graphically, Fifa '98 is a great step-up from

Fifa 97. The game uses the N64's medium resolution mode and as a result the graphics are much more detailed and sharper than Fifa '97 and even ISS64. The field is beautifully drawn, with rich coloured textures and the sharp detail provided by the high res mode makes Fifa '98's static screen shots look like some of the best graphics on the N64. I say static because the game has one major graphical floor and that's its frame-rate. Whenever a good amount of players are seen on-screen at once the frame-rate really starts to shudder. There are, though, plenty of times when the screen isn't congested and it's possible to see the time and effort that EA have expended on the players animations. No longer do the players walk around the field like wind up soldiers, as they now have animations that rival and in some cases better what's seen in ISS64. They run, side-step, pass, shoot and dive just like you'd expect in real life. Players also now appear to be constrained by the limitations of their bodies physics when moving in that their bodies physically animate turns, twists and contortions when pulling out stylish



kicks and moves and also when they change directions suddenly. Worth special mention are the players animations after scoring goals and when given red cards by the referee. Players perform handstands, back flips, somersaults and drop on their knees with hands raised in the air whenever they get one past the goalie. They also get right in the face of the ref whenever they are given a red card, waving their hands and head about giving the obvious impression that they're slagging off the ref for his lame decision. Sadly though, much of these brilliant animations lose their impact whenever the screen comes to a shuddering halt as the frame-rate drops.

indoor soccer... You're kidding!

The game's various stadiums are beautifully drawn with all barriers covered in advertising logos from McDonalds to Mastercard. The weather effects are also well done with snow, rain and sleet adding atmosphere and variety to the game and all night matches see the players carry shadows from the lights wherever they go on the field. The indoor games look great, with all players giving off reflections on the floor's surface, which looks remarkably like a basketball court.

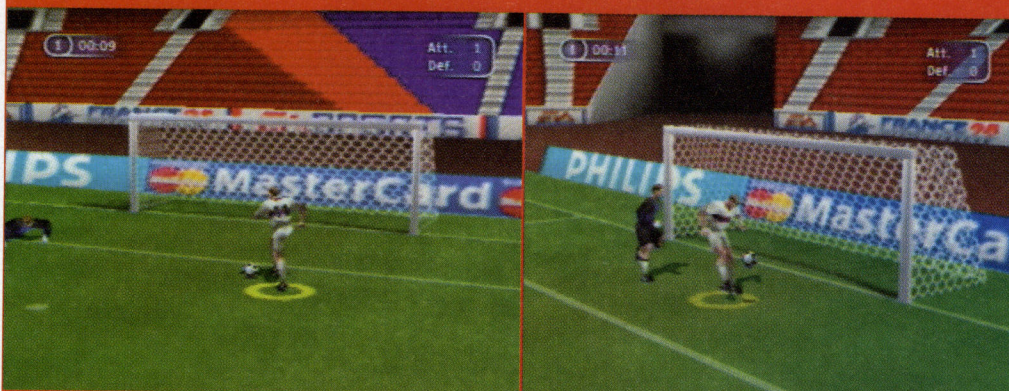
Another major graphical improvement in Fifa'98 are the camera angles available. For once a Fifa soccer game has come equipped with all of its camera angles actually playable! There are eight available from Ball cam to Stadium and Action cams. Probably the recommended cams are the ones with the close up view, as they reduce the amount of graphics on-screen and allow the frame-rate and players animations to become much smoother. The indoor soccer games though, always show much less on-screen than the stadium games, and as a result are quite a bit smoother. Furthermore the indoor games are a brilliant addition to Fifa98, with the closed off arena allowing players to use the wall to bounce the ball around the field in a billiards-type manner. Although a little confusing at the start, these games contain some of the finest playing moments in Fifa'98 and due to the walls and smaller playing area, they also provide a much faster and more action packed soccer game.

Those guys never shut up

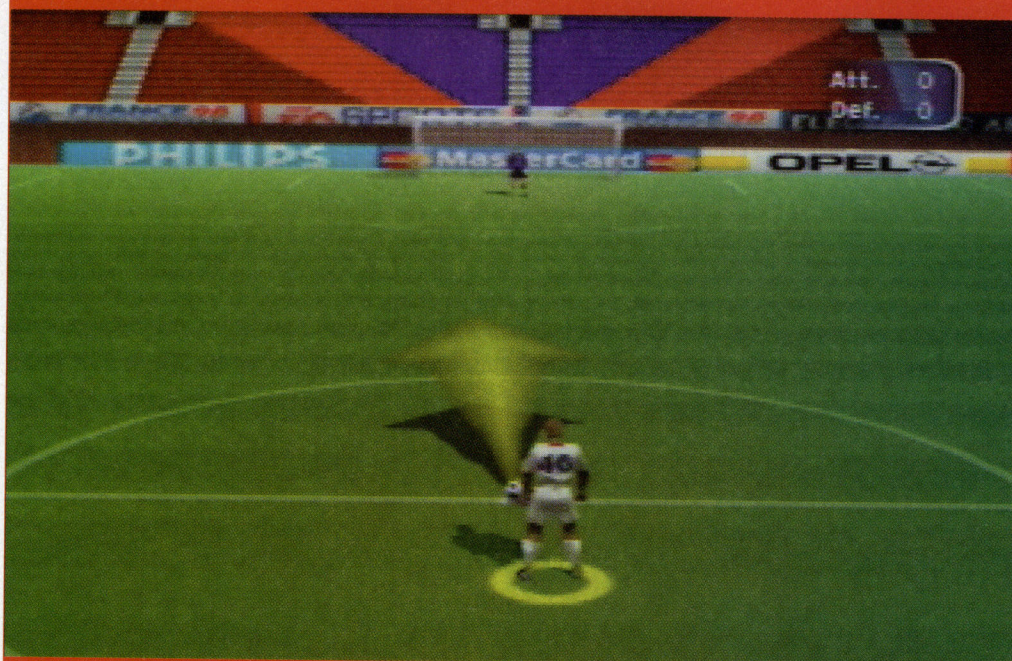
As usual, no Fifa soccer game would be complete without its trademark commentary and Fifa'98 tops all previous efforts in this area as well. You've got the two side-line bone-heads, John Moston and Andy Gray, giving remarkably clear and varied speech that really does follow the game's action. The crowds too, have their own unique brand of hooligan cheering that's very atmospheric and gets louder and louder the closer you get to your opponents goal. All effects and speech are in Dolby surround, so if you've got a amplifier in the house be sure to

TRAINING

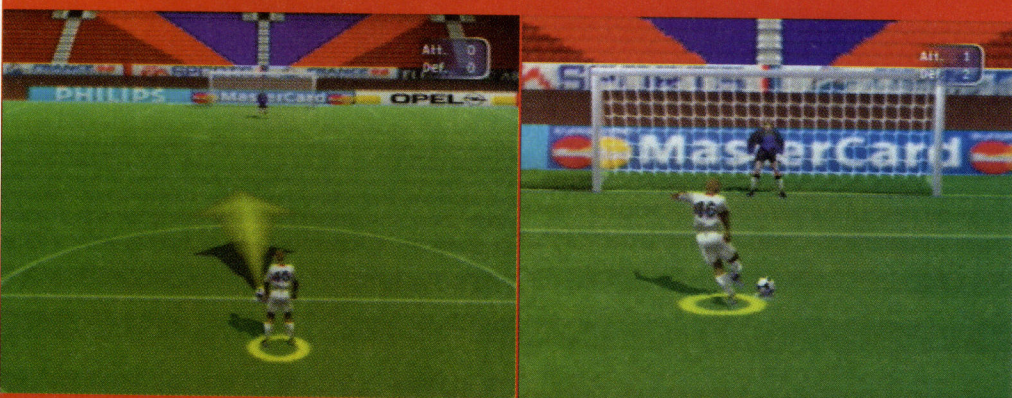
The training options in Fifa'98, although nothing special, are good to help beginners get the feel of a soccer game and its controls. There are four modes of training:



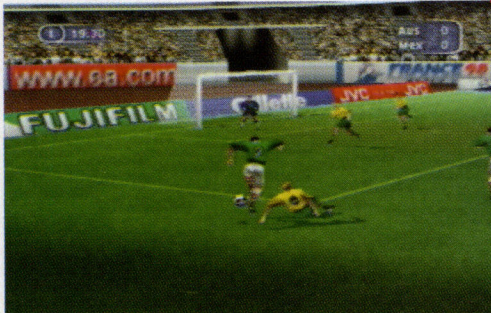
1. Match training. Here you can pick how many players are on your team to go up against another team, or a single goalie. That means that you can practice your ball skills in dribbling, passing and moving the ball up the field. (training + training 1 shots)



2. Penalties. Here is the all-important penalty kick training that's useful to practice your keeping skills. Shooting, on the other hand, is always easy.



3. Free kicks. This just helps you to learn the distance and angles of the free kicks in the game.
4. Corners. Here you get to practice kicking corner kicks and how to set your men up in the field. This is very useful and it allows you to pick how many players you want on the field as well, which is good for beginners as it allows them to start with less players on field.



The animations of the characters is very realistic



This guy's not playing well, so I'll kick him up the butt.



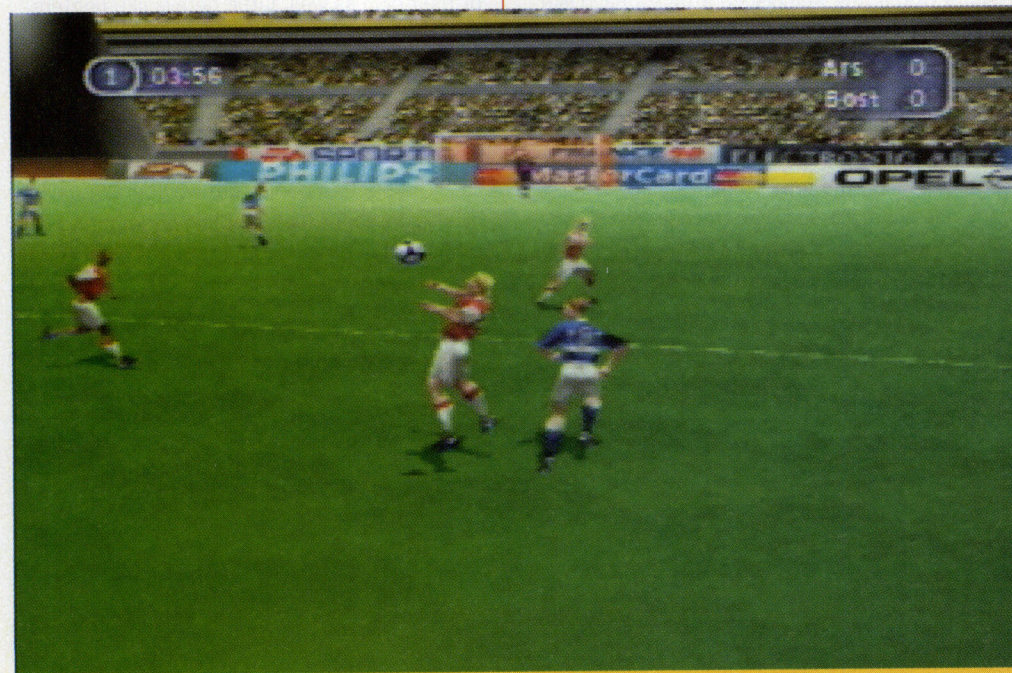
Funny, they all look like ants from up here!

plug it in for best results.

Unlike FIFA 97, this game makes full use of the N64's controller with players now under full analogue control. Move the pad's stick slightly and the player walks across the screen, push it fully one way and he'll run. This of course, makes the players much easier to control and also allows more skill to be used in their movement around the field. The two main buttons on the N64 pad control the pass and shoot actions of your player. The yellow C buttons enable tackling, air passes, and more player moves like turbo speed when used with the two main buttons. The Z and R shift buttons allow you to side-step when dribbling, although in practice the movements are a little clumsy, so it's often better to use your own skilful manoeuvres with the analogue pad to get past any marking opponents. When making corner and goal kicks, a new transparent arrow appears showing you the elevation and direction of your kick—quite a useful addition indeed. Unfortunately the game's often shuddering frame-rate leads to the players sometimes being slow to respond, much more so than the smooth control evident in ISS64. It's not bad, certainly it's a lot better than FIFA 97, but com-

parisons with ISS64 are inevitable. The artificial intelligence (AI) of your other team mates and opposition is often rather silly, as sometimes they wander around the field like chooks with their heads cut off. This can sometimes lead to easy goals, and the experienced player might find themselves wandering through the game all too early (although, the game IS very large when played in World Cup mode). In multiplayer mode though, FIFA seemed just that little bit better than ISS64, mostly due to the fact that the field looks so much clearer at a distance and the slightly slower speed of the game allows more defence than offence—which ultimately leads to a lower scoring, more tense soccer game.

As a sequel to the rather shabby FIFA 97, FIFA: Road to the World Cup '98 more than makes up for last year's efforts. It's options, features, amount of players and teams, and attention to detail are just about all that the soccer sim fan could ever want. It's just that in the gameplay department it fails to knock International Superstar Soccer 64 off its perch. But, for an all round soccer game FIFA '98 shows a lot of promise and speaks of good things to come from the EA sports boys next year.



With time, you'll be pulling off moves like this with no trouble at all

SECOND OPINION

Like Robert, I found FIFA 98 to be a really great game, the player control is among the best I've used. I liked the way that the ball is stolen if you try to throw in too many fancy moves for the hell of it. Although the experienced player will still be able to show off to their hearts content, I found the method of switching between players to be very intuitive and easy to master, which was a pleasant surprise. Unlike Robert though I found the frame rate to be quite adequate most of the time. Although it's not silky smooth it's still very playable. The detail in the player graphics is quite impressive when it zooms in on them for their victory dance after scoring a goal. Even though the player AI could be better I found it to be a lot of fun. FIFA 98 is therefore a must have for any soccer sim fan around. **Mithra**

PUBLISHER: **ELECTRONIC ARTS**

DEVELOPER: **ELECTRONIC ARTS**

GENRE: **SPORTS**

RELEASE: **NOW**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1-4**

RUMBLE PACK SUPPORT: **NO**

SAVE GAME SUPPORT: **MEM PAK**

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8 | 10

Fighters*Destiny*

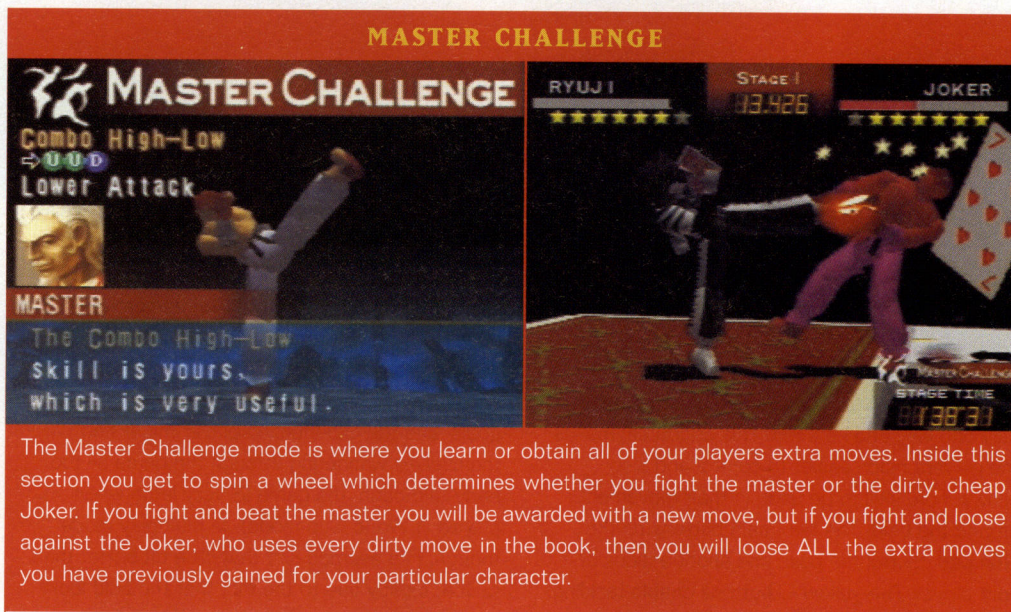
Finally, a real fighter for the N64. STEVE O'LEARY limbers up for a good old beating

Aside from the arcade conversion, Mace, N64 owners haven't had much to boast about as far as fighting games are concerned. With Sony's Tekken and Sega's Virtua fighter setting both consoles up as premier fighting game machines, the N64 has thus far lacked an original killer fighting game.

For some N64 owners, the promise of a game with over 10 characters from different martial art backgrounds, the ability to learn new moves as you progress, build up your characters strengths, and unleash some totally original, devastating moves seems too good to be true. Thankfully, someone at Imagineer had a vision from God and the result is potentially the killer game all N64 fighting fanatics have been waiting for.

Realistic head cracking!

Fighters Destiny is that game. Ten characters, plus the usual boss character, come together in what initially appears to be just another 3D brawl fest, but as further playing reveals, Fighters Destiny has possibly more depth to it than any other 3D fighter around today. Out the



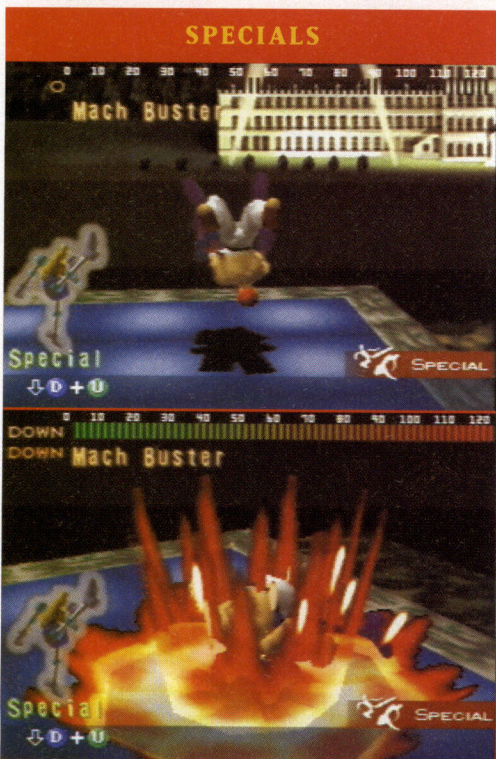
The Master Challenge mode is where you learn or obtain all of your players extra moves. Inside this section you get to spin a wheel which determines whether you fight the master or the dirty, cheap Joker. If you fight and beat the master you will be awarded with a new move, but if you fight and loose against the Joker, who uses every dirty move in the book, then you will loose ALL the extra moves you have previously gained for your particular character.

window goes the standard two match knockout format and in comes the traditional points system that closely follows the award system seen in real life Karate matches. Seven points are now needed for victory, with a knockout awarding 3 points, 2 points for successful throws and a single point for those cheesy ring-outs. Four points are also awarded for super-special moves that can be performed when your opponent is dizzy, much the same as fatalities seen in the Mortal Kombat games. This type of fighting system will see matches between beginners last that little bit longer than usual, whereas skilled fighters can deftly defeat their opponents with a few well placed attacks-much like what's seen in real life. On top of this refinement, Fighters destiny offers the ability to upgrade your character's arsenal of moves by entering the Master Challenge mode. Up to twelve extra moves can be learnt by each character, bringing the total amount of moves for any one character to a very respectable size. Also, there are a large variety of special moves like counters, holds, reversals and finishing moves to sink your teeth into that will ensure

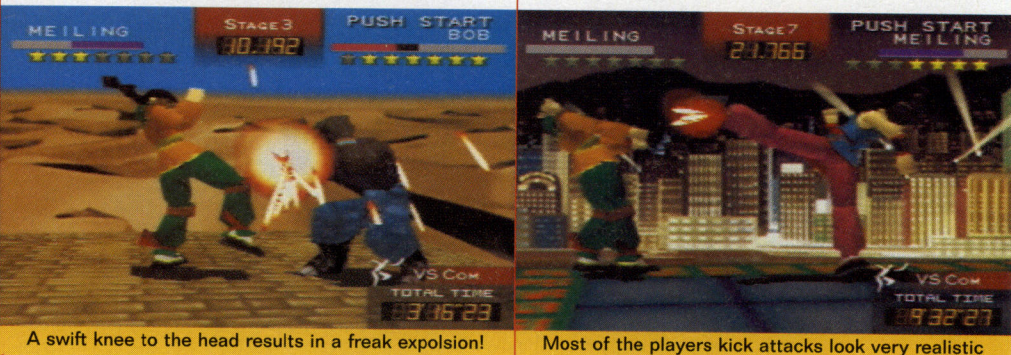
the game's popularity for some time to come.

After you power up the N64 you're treated to a great, dynamic looking intro sequence with two fighters performing special kicks and punches in what appears to be a warm up for the forthcoming fight. It's here that you can tell that Fighters Destiny is going to be a 'real' fighting game for the N64. The movements and motion captured animations on the fighters are very realistic, as the characters move like you would expect real fighters to move. In fact, much of the fighter's animations look as though the programmers had ripped the moves right out of a Jackie Chan movie while adding a few of their own as well. Little details like fighters staggering or getting knocked ass-over-head after a successful combination of blows and the fighter's various victory poses add up to a visually realistic fighting game that stands head and shoulders above its competition on the N64.

The fighters bodies are well detailed, with nice textures for their clothing and fighting uniforms, although detail on the fighters faces is sadly lacking, in that it's often very hard to see any of their facial features. The backgrounds



Every character has at least two specials that can be used on players when they become dizzy after loosing all their life. It's a good idea to practice these specials, and all other moves, in the game's training mode, as the specials are harder to perform than regular moves.



A swift knee to the head results in a freak explosion!

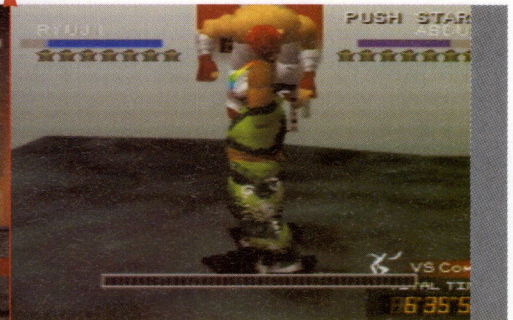
Most of the players kick attacks look very realistic



Ha, you missed, punk.



Smokin' Joe frasier taught me this move!



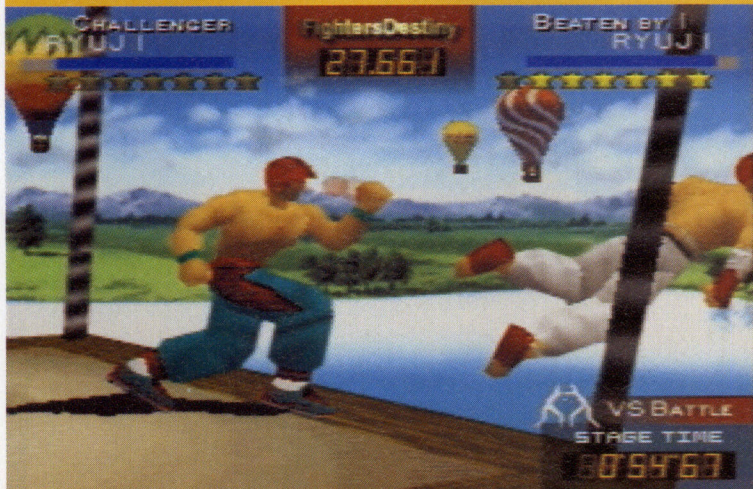
This guy has been playing too many wrestling games



Woah... Your breath really stinks!



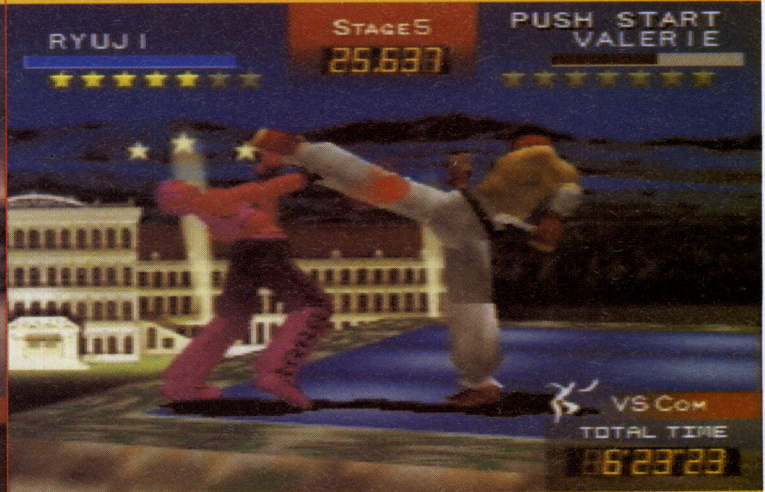
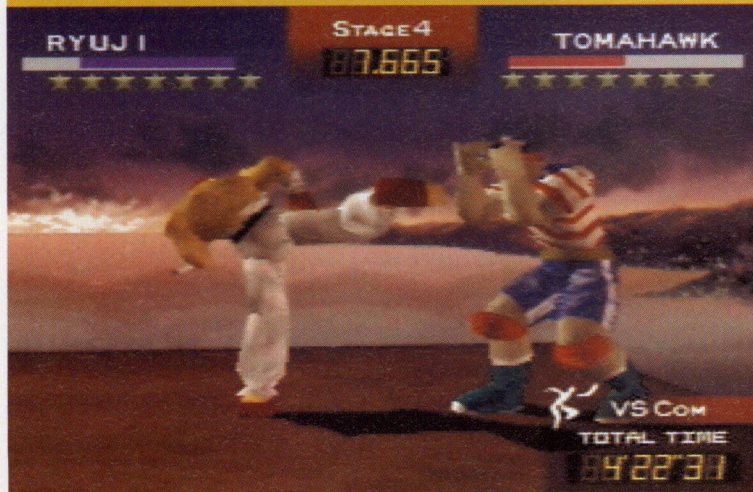
After getting knocked off the side, you must tap the buttons fast to climb back up.



And don't come back, you butt-head.



Some special moves are throw based, and all result in a 4 point win.



After repeated blows, the player will turn purple, signalling that you can now perform a special move on them

EXTRA MOVES AND ADDITIONS



Holds - Some players can grab their opponents in holds and execute crushing moves that drain valuable energy. If grabbed in one of these holds, you must tap all buttons very quickly to tray and break the hold.



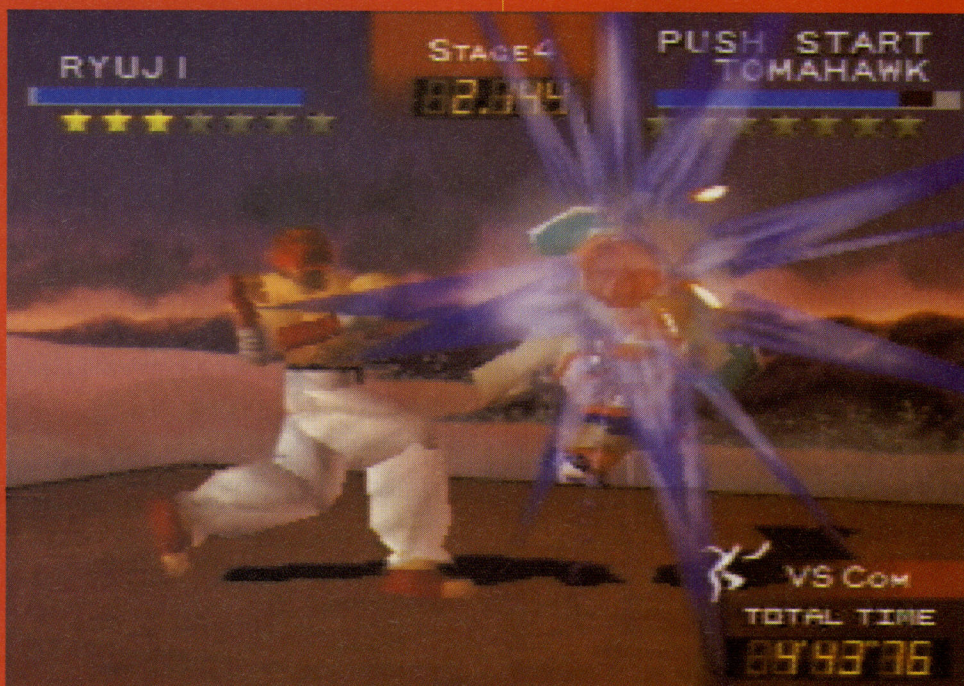
Throw Reversals - You can also get out of throws that your opponent tries to perform on you, and sometimes even perform a counter throw on your opponent. Again, timing is needed to always reverse a throw, but when you perfect the timing you'll be sure to totally annoy your friends with this technique.



Drug Downfall - If your opponent manages to push or knock you over the side of the platform you can now reach up and pull them off the edge to gain a cheesy point. This snappy little move can often turn a near loss into a cheap victory!



Reversals - Players can use reversals to stop opponent's attacks and then counter with a throw. Timing is essential when using this technique, as if you miss-time the counter you are very vulnerable to attack.



Counter - A counter is a 1 hit K.O. move that must be performed immediately before your opponent connects a blow with you. If your opponent doesn't throw an attack at you the counter move will just take a normal amount of damage.

Second wind - If your player's energy is reduced to zero they will become dizzy for a short amount of time. This is when your opponent will try to knock you out and take a 4 point victory. While dizzy it's possible to move away from your opponent by frantically tapping backwards on the D pad. If you manage to not get hit for about five seconds you will receive a second burst of health that can allow him to go on and win the match. This ability can result in matches that seem all but lost against the computer, turn right around and end in a win. Really cool, indeed!

also suffer from a distinct lack of detail as they have unfortunately been kept two dimensional. You tend to forgive these graphical shortfalls though, when you see the fluidity of the game's animations, which is provided by the games hyper-smooth frame rate. Everything moves nice and smoothly and combined with the flashy transparency effects that the game uses to enhance its 'over the top' special moves, Fighters Destiny doesn't fail to please the old eyeballs.

The crowd screams for blood!

As you'd expect in a tournament style fighting game, an announcer is constantly calling the great hits and wins as the game plays. The quality of the speech won't set any new records, but it's quite good and adds greatly to the fight's atmosphere. Cheers and applause follow each awarded point in the bout and the sounds of the connecting kicks and punches is a little dull but still effective in letting you know that you're either winning or getting the crap beaten out of you. The music tracks are guaranteed not to break into the top 40 either, but they do manage to set the scene for some hefty battles and you may even find yourself tapping your feat to the occasional tune.

Not your average fighting game!

The game's control system uses either the high or low attack buttons and a third button to block. The matches start out a little confusing as you're often unsure what move the high or low attack will result in, with both kicks and punches selectable from each button. Given

time though, you'll come to understand what combination of buttons and movements of the 'D' pad are needed to unleash the chain combo attacks. The fighting system is similar to the Playstation's Tekken, with chain attacks of five to six hits available, but it's the game's many other attack options and the ability to learn new moves that make it stand out as a small step forward for the fighting genre. The various special moves immediately come to mind, with many of these moves learnable from the games Master challenge mode. These moves and the reversals and counters, which take a good deal of skill to perfect in-game, make Fighters Destiny a fighting game with depth that far outweighs what's seen in other fighters on the system. Hardened fighting game fanatics might find a problem with the game's overall speed though, as in some bouts the pace can often be rather slower than what's seen in games like Mace and Dark Rift. Also, due to the button config and the troublesome 'D' pad on the N64 controller, some of the moves can be quite difficult to perform. Some people may find the two button attack system a little limiting but, as it is, the amount and variety of moves present in Fighters Destiny is still quite impressive.

As it stands Fighters Destiny is a terrific first attempt as a serious fighter for the N64. Although its graphics and audio don't take advantage of the N64's custom hardware as much as we'd all like, the game is still a fighter that's highly recommended for people who want more than the simple hack 'n' slash that most of the N64 fighters before have offered.



SECOND OPINION

I must say that I'm a lot like Steve, in that I really like a good fighting game. Fighters Destiny offers a lot more than any other fighter on the N64, and to be honest, the game the game stands out as one of the most innovative fighters on any system. The ability to learn new moves is really cool, you can even fight two player where the winner of the bout gains a move and the loser has a move taken away. Even the character design is very cool, with a good mix of characters (although the occasional 'dog' character has snuck in as well) that have a good range of impressive moves. Although its graphics and audi aren't top-notch, Fighters Destiny is worth checking out just for its gameplay **Robert Garcia**

PUBLISHER: **ROADSHOW**

DEVELOPER: **IMAGINEER**

GENRE: **FIGHTING**

RELEASE: **NOW**

PRICE: **\$99.95**

RATING: **MA15+**

PLAYERS: **1-2**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

GRAPHICS



SOUND

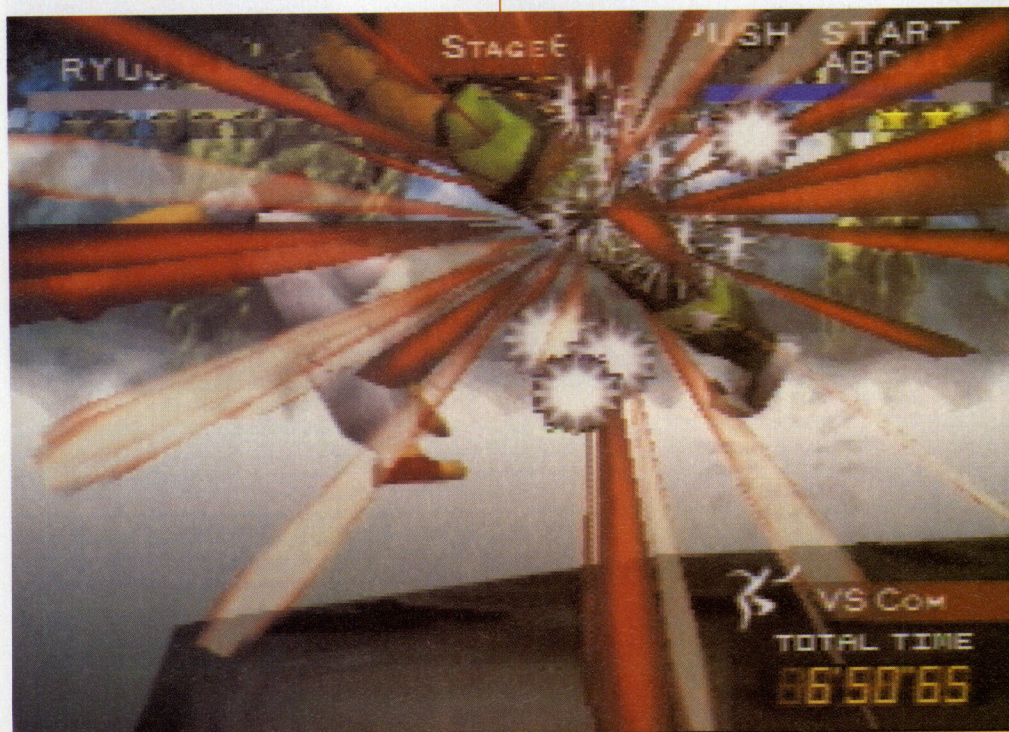


GAMEPLAY



OVERALL

8.5 | 10



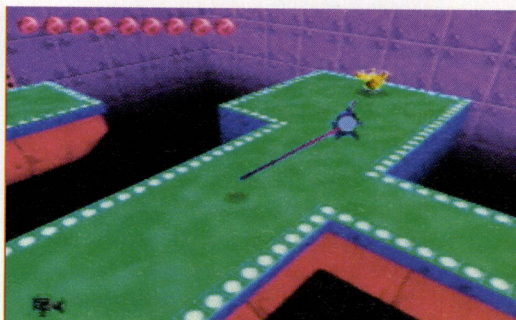
The effects for the special moves, although way over the top, add greatly to the game's graphical flair

ChameleonTwist

MITHRA DENNEWALD flexes his tongue and dives right into Chameleon Twist!

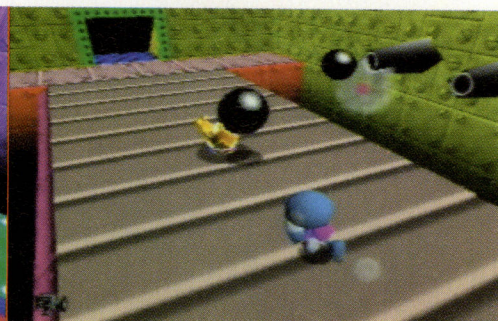
Chameleon Twist is a quirky little 3D platform game that is unusual to say the least. The background to Chameleon Twist goes like this. Davy, a chameleon lizard with a rather talented tongue, follows a rabbit through a magic pot, gets transformed into an alien and ends up in another world. To get back home, Davy has to travel through six strange lands that are infested with unpleasant critters all hell bent on eating, squashing or bashing him. On top of this, his only method of defence is to lick everyone in sight with his oversized tongue. Sound weird, believe me it is but it's also a good laugh. Your tongue stretches so far you'll get a sore mouth just looking at it, and it's got more uses than a Swiss army knife. It's more exotic uses are as a pole vault to leap over tall obstacles, a whip for swinging around poles, and a grappling hook to reel assorted objects back to you or even you to them.

Chameleon Twist follows Mario64's style of using 3D landscapes that you must carefully explore in order to fully complete and the game



3D Pac-man? or 3D Lick-man?

also uses a similar floating overhead camera to give you a birds eye view of the action. Unfortunately, the landscapes are not as interesting or varied as Mario's and you are usually confined to narrow outdoor levels or enclosed rooms. The gameplay also lacks the variety and style that made Mario so great. However, Chameleon Twist has added the valuable feature of a multi-player battle mode that should keep you going even after you get tired of the single player game. Because, no matter how

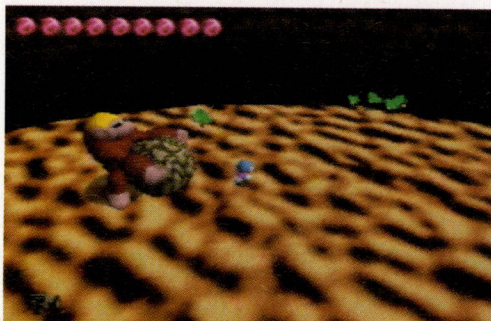


Looks difficult? Well it's simple... a cake-walk really!

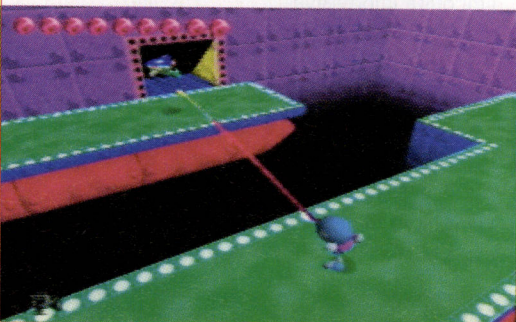
good the computer opponents get, it just can't compare to thrashing your mates, or in this case licking them into submission.

Tongue? What tongue?

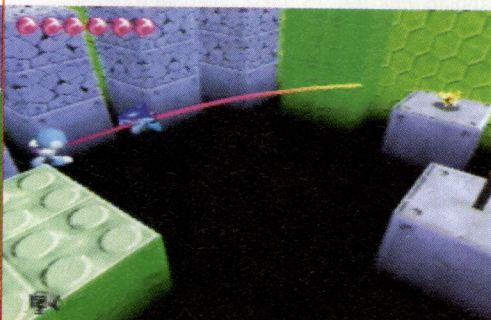
The tongue action is easily the most fun aspect of this game. Ever thought of using your tongue as a huge role of sticky fly paper to capture your enemies? Hell, hasn't everyone! Well now your wish comes true, and what's more, once they're stuck you can reel them back in, swallow them and spit



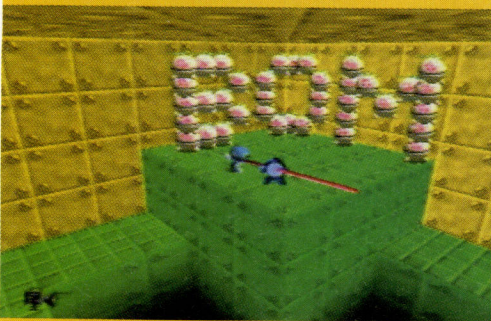
Davy and Goliath- the rematch



See you, teddy-bear!



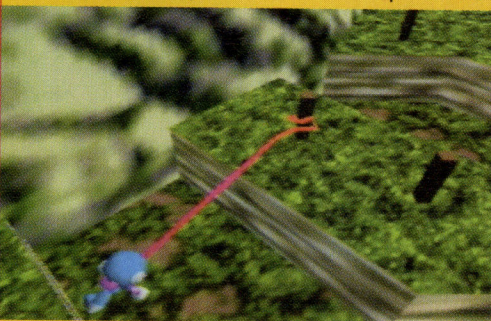
Use your tongue to pull in enemies. Then spit 'em out



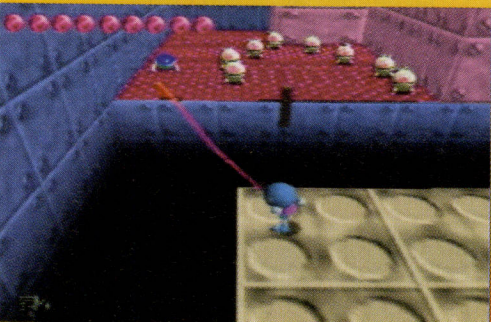
Sitting on the boom box



That'll be \$500 for the gastroscopy



It's all tongue in cheek...



Davy reaches out and touches someone!



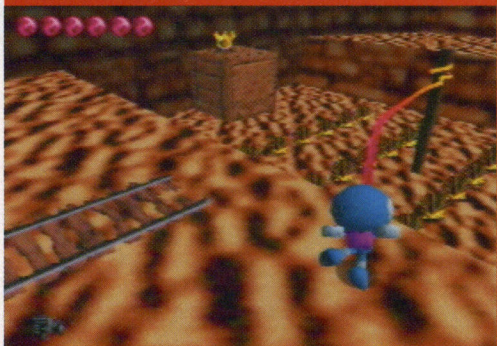
It just goes to show you...



Size does matter!



TONGUES 'R' US



One of the uses the chameleon (or whatever the bloody hell he is!) has for his tongue is to latch onto poles and then pull himself across huge chasms and gaps in the floor.



Another use for his tongue is to polevault himself up to higher levels that are usually inaccessible. These ideas are rather cool, but somehow don't live the gameplay up as much as expected.

them back out machine gun style to get any remaining critters that didn't get stuck the first time. Or how about using it like Batman's bat-arang, to latch onto a remote bit of scenery and then swinging around it to avoid the many bottomless pits that crop up all over the place. Another unusual feature is that you often need to capture smaller critters to use as ammunition against the larger more powerful baddies. It all amounts to a fun game that will get you chuckling.

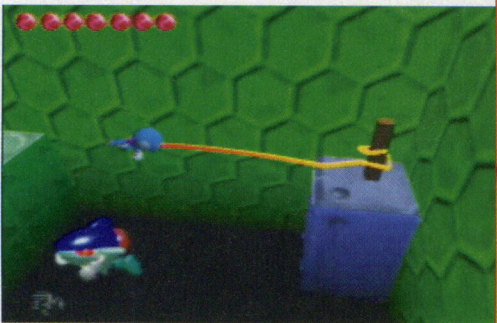
Chameleon Twist does have its bad points though. The control method leaves a bit to be desired. The analog stick controls the character movement in absolute directions, ie. Push the stick left and your character walks left, back and it moves backward, etc. but since the camera angle is usually rotating it can be a nightmare to walk in a straight line, making the narrow walkways rather unpleasant to navigate. The camera

control is also quite restrictive. You'll find yourself leaping off cliffs on a regular basis because the camera perspective doesn't allow accurate depth perception. Although you can usually zoom in and out, you can't rotate the angle you view your character from, so you usually have to live with what's offered even when that perspective sucks.

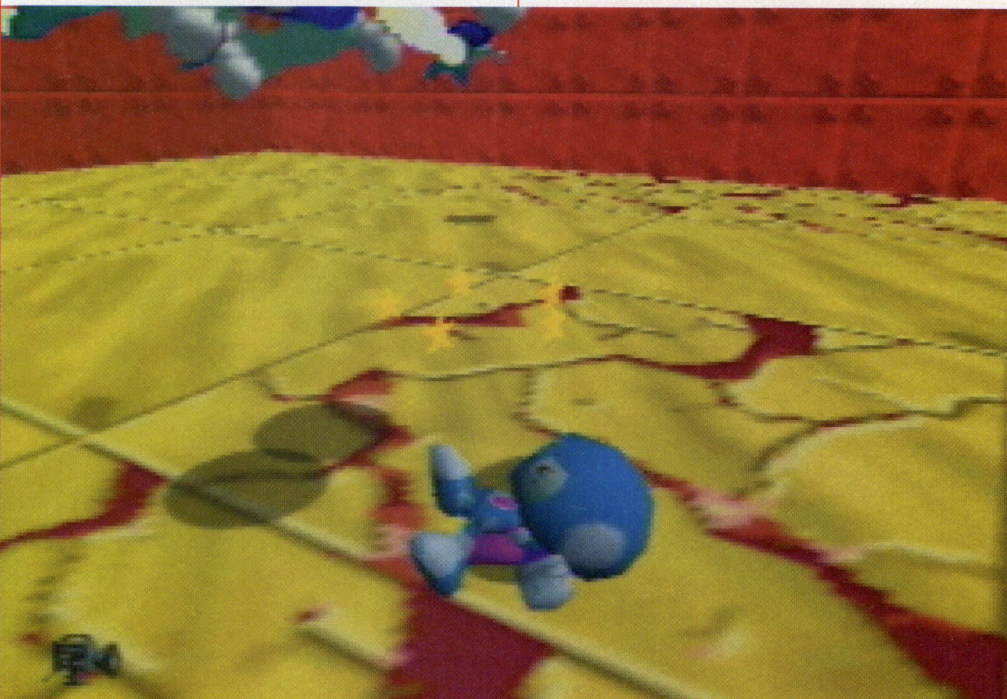
Bright and colourful?

Chameleon Twist is really let down by its graphics as they are quite dull and unappealing to begin with. The landscapes are usually bland, with level designs often resembling something you could make with an old set of building blocks. For example in the first level, which is set outdoors, the vegetation is all totally 2 dimensional, the bushes are the same height as the grass, making it all look quite unrealistic. It does get better as you progress to the later levels but they have to struggle to overcome your initial impression. The level layouts are patchy in quality, sometimes they're very enjoyable while at other times it's almost a chore to complete. One of the more interesting puzzles is when you're confronted with huge chasm, with floating balls of fire scattered about the room, after scratching my head for a while I noticed there were some unlit candles along the side of the room, and when I spat the balls of fire at them to set them alight, hey presto, a path appeared. Unfortunately Sunsoft have failed to make use of the greater potential for multiple paths that a 3D environment offers. The outdoor levels in particular are very linear, offering very little in the way of path selection.

There are some nice looking sections, such as the haunted rooms, where plates are flying around the room with mirrors in the background, giving you multiple views of your character. Unfortunately there are too few of these interesting scenes to lift the overall impression. The texture design and detail is also not all it could be as the graphics have an annoying blurry outline around everything, and the colours used in the textures are dull and for some reason look grainy.



Swinging like a gate



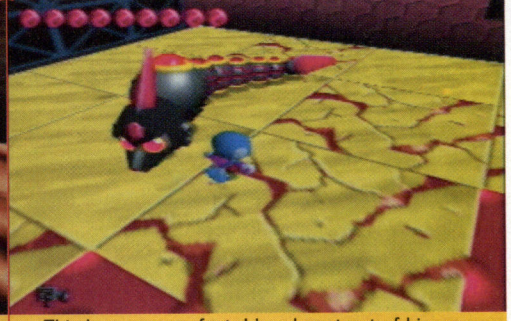
Blue thing fall down...



The infamous marshmallow-armed final boss



Donkey Kong in the hood.



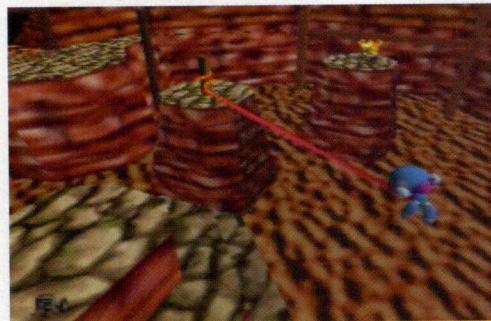
This boss was so fast, I barely got out of his way

Sounds a tad dull also...

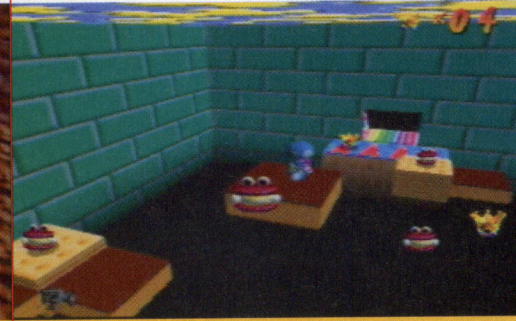
The sound in Chameleon Twist is another area that really lets the whole package down, as neither the music nor the sound effects are impressive. You know how adults always think computer game sound effects are all just beeps, well this games really lives up to those expectations. Davy's actions are accompanied by a variety of beeps and whistles that will soon have you reaching for the volume knob to turn it down. The music doesn't help matters either, as it is unusually monotonous. My advice is that if you've just upgraded your sound system then this is not the game to use

to show it off to your friends.

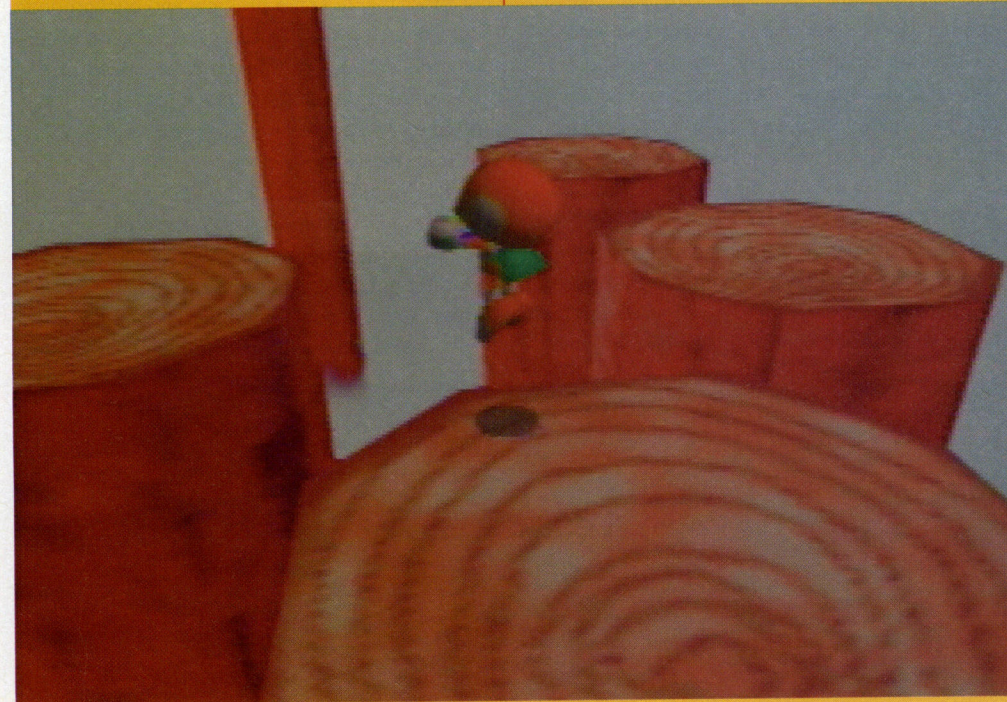
If you're a platform fan and you've already got the other platform games on the N64, then this is worth a go because you will get a fair bit of enjoyment from this game. But be warned, Chameleon Twist is fairly short, and can be finished pretty quickly since the difficulty setting is not very high. For the rest of us this is more of a try before you buy sort of deal as unfortunately this young contender is overshadowed by it's more famous cousin, Mario. So take a look if you spot it in the local video store as there are certainly some very amusing scenes when you first see Davy and his talented tongue in action.



Cool idea, but his abilities are too few to save the game



Attack of the killer \$4.95 meals



This shot REALLY has nothing to do with the game.

SECOND OPINION

Original characters that have cool moves are a rarity these days and the guys behind Chameleon Twist have come up with the goods in this game. He's cool looking, has some great abilities with that tongue of his and is easy to move around the game's levels. The only problem is that the game just doesn't have enough challenge to it. You can get through the game in a short time with all but the beginners at this type of game having any real trouble completing it. That gripe out of the way, I must say that I really had some fun with this game-while it lasted.

Steve O'Leary

PUBLISHER: NINTENDO

DEVELOPER: SUNSOFT

GENRE: PLATFORM

RELEASE: NOW

PRICE: \$59.95

RATING: G

PLAYERS: 1-4

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: IN CART

GRAPHICS



SOUND



GAMEPLAY



OVERALL

6.5 | 10

DarkRift

Most people think that STEVE O'LEARY has a Dark Rift between his ears...

After the success of Mace : The Dark Age on the N64, many owners may be wondering why we need another fighter on the N64. Well, as far as I'm concerned, you can never have too many fighting games on a system, but those looking for the next great brawl fest in Dark Rift may be a tad disappointed.

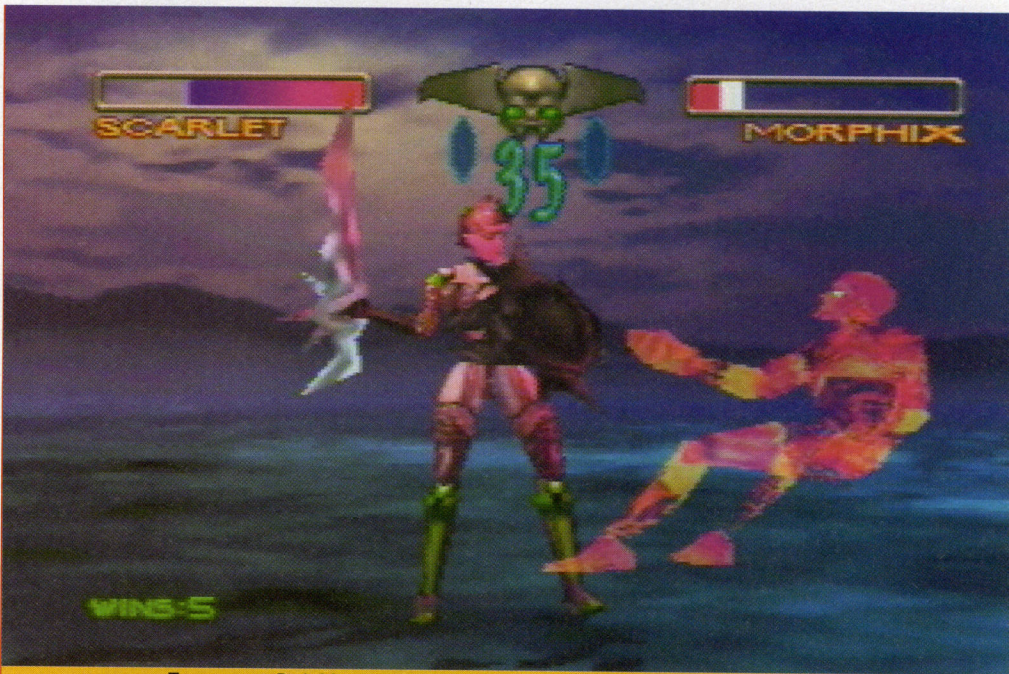
So what's Dark Rift got going for it? Well, for starters it's the first N64 fighting game to run at a blisteringly fast 60 frames per second. Secondly, it's a weapons based fighter with ten playable characters to select from, it's Sci-Fi background brings aliens and weird half-breeds together in what's sure to be an interesting battle, and it uses a variation of the Tekken-style combo system with plenty of large combos and special moves.

Whoah! Turn up the lights...

So, considering the above, just where does Dark Rift go wrong. Well, its graphics, although detailed, are always far too dark and bland. The character design, although original in many ways, doesn't stand up against other fighters of its type and the fighting systems faults can often lead to the winner of a battle being the one who smashes the buttons faster.

Dark Rift sets itself up with a good plot concerning an evil warlord who seeks to engulf the galaxy with his powers when he recovers a piece of the Master key of the cosmos. The Warlord, Sonork Nezom (where do they get these names?), sets up a fighting tournament to draw the owner of the other piece of the Master key into his trap, and the tournament attracts many fighters from across the galaxy resulting in the wide variety of weirdos and freaks we have in the game on the N64.

Some of the characters like Morphix, a fellow who is transparent and can mould his body into weapons and stabbing knives like the T-1000 robot in Terminator 2, look really good and have a variety of great looking attacks. Others though, like Gore, Demonica, and Niiki suffer from poor character design that's either unorig-



Transparent Pink Man receives another powerful blow from Evil Death Woman

inal or boring with lame weapons and special attacks. Full marks have to be given to the programmers in trying to implement new designs and ideas in the characters, but where some like Morphix have succeeded, more have failed.

As mentioned, the game is very dark at times, with much of the textures on the characters either hidden or quite limited in their variety of colours. This unfortunately gives the game a dirty look, and many of the character's overall appearance falls way below what is seen in Mace. Also, many of these characters have rather small arms and legs that, when viewed at a distance when the screen zooms out, look quite blurry, with their lack of colour not helping their limb's visibility either.

Super smooth butt kickin'

On the positive side are the animations and overall smoothness of the game. Most of the characters specials are very well animated and in the case of one character named Eve, who

uses a sword, the attacks look very lifelike and realistic as well as quite painful when used on your opponent. All attacks, when connecting, are indicated by some nice transparency effects that, although good looking, can unfortunately get in the way of the game's action and make your opponent's combo patterns rather hard to track and then counter. Transparency effects are also used for the character's fireballs (most characters have two of these), with some fireballs and backgrounds light-sourcing the characters, adding an excellent visual touch to the game. Speaking of backgrounds, there isn't much to get you excited about here as they have been kept in 2D form to help keep the frame-rate up at 60 clicks. Mostly they, and the floors for that matter, are uninspiring, with dull patterns. Although the N64's mip mapping abilities stop them from looking really bad like some other 32-bit console's fighting games do.

The sound won't have you jumping for joy



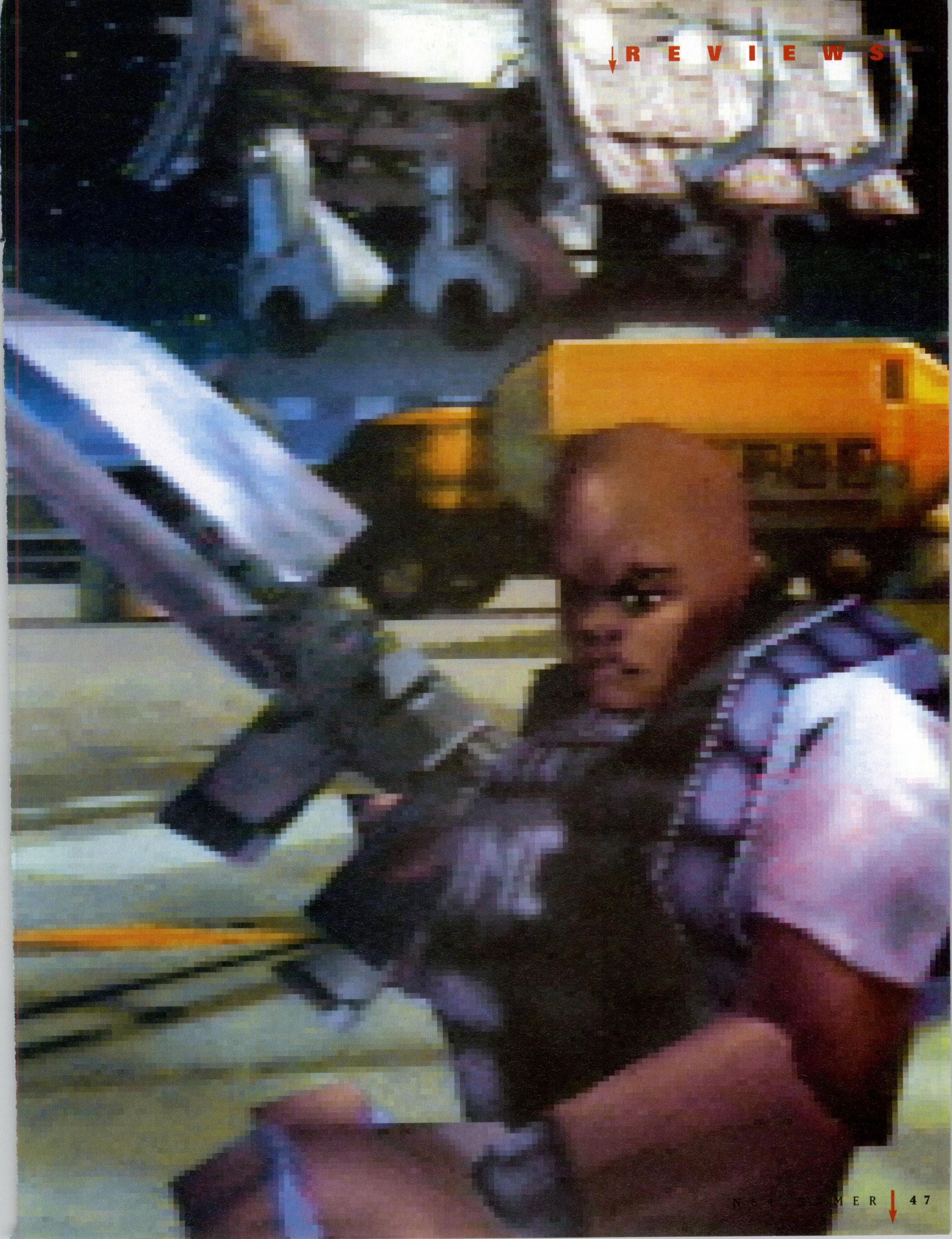
The transparency effects for clashes are very nice



Eve's new breakdancing attack



Hey you got a gun, no fair!



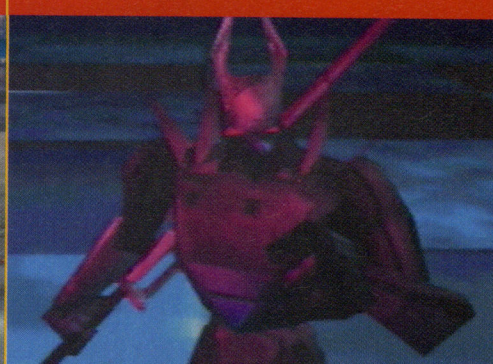
CHARACTERS IN DARK RIFT



Niiki: Niiki, a princess on the planet of Faralon, uses two metal rings constructed of almost indestructible metal to fight. These rings are covered with spike and will cut through almost anything. In her hands they become deadly weapons and combined with her various leaping attacks, Niiki will often catch opponents off guard.



Aaron: Colonel Aaron Maverick of the colonial special forces has been sent by earth to retrieve the core prime element. He is an explosives expert and always carries his MFG-16 (Mean ***** Gun) by his side. As a karate expert, Aaron's moves are surprisingly fast for his size and his hits always do a good amount of damage.



Zenmuron: Said to be the only warrior in the galaxy to successfully combine the samurai and ninja martial arts, Zanmuron is an assassin who has never been defeated. He always uses his long katana sword to attack in combination with his powerful kicks, and the results are quick deaths for his enemies.



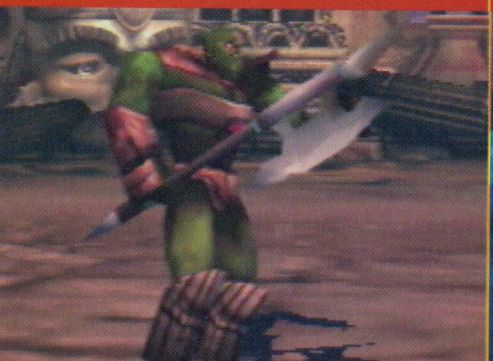
Demonica: Demonica is a servant of Sonork and has been sent to steal the core prime element and must bring it back to her master. If she completes this task she will be awarded with the title of Arch Demon, and she will kill anyone who gets in her way. For weapons she has razor sharp knives that protrude from her fingertips and a flame breath that has ended the life of many a foe. Demonica's attacks are very unpredictable and she must be fought with great caution.



Scarlet: Scarlet is another servant of Sonork and she is the guardian of the prime core element. Unknown to Sonork, she has sworn to knock him off and take his place as the Empress to the chosen ones (Oh boy!). Scarlet shuns technology and uses the traditional weapons, sword and shield. Her sword, the dragon slayer, is incredibly sharp and very light making her attacks very quick to execute. Her chain combos though, have large pauses between some moves.



Eve: Eve was the creator of the mechanical warrior soldiers built for Sonork's army. After some failures with the soldiers, Sonork ordered Eve's death, but Eve, with her incredible sword fighting skills, managed to stay alive. Now facing imminent death due to her wounds, Eve transferred her brain over to one of the droids and she fights in this droid's body in a bid to win the prime core element. If Eve gets the element she will be able to re-incarnate her old body.



Gore: Gore is the huge bad-ass character in Dark Rift. He has entered for the sole reason to kill all those before him (He needs to get a life!). His strength and size make his attacks slow but very powerful.



Morpox: Morpox is a being made out of energy and is able to shape his body into various stabbing and slicing weapons. His flexibility make his attacks unpredictable and very difficult to defend.

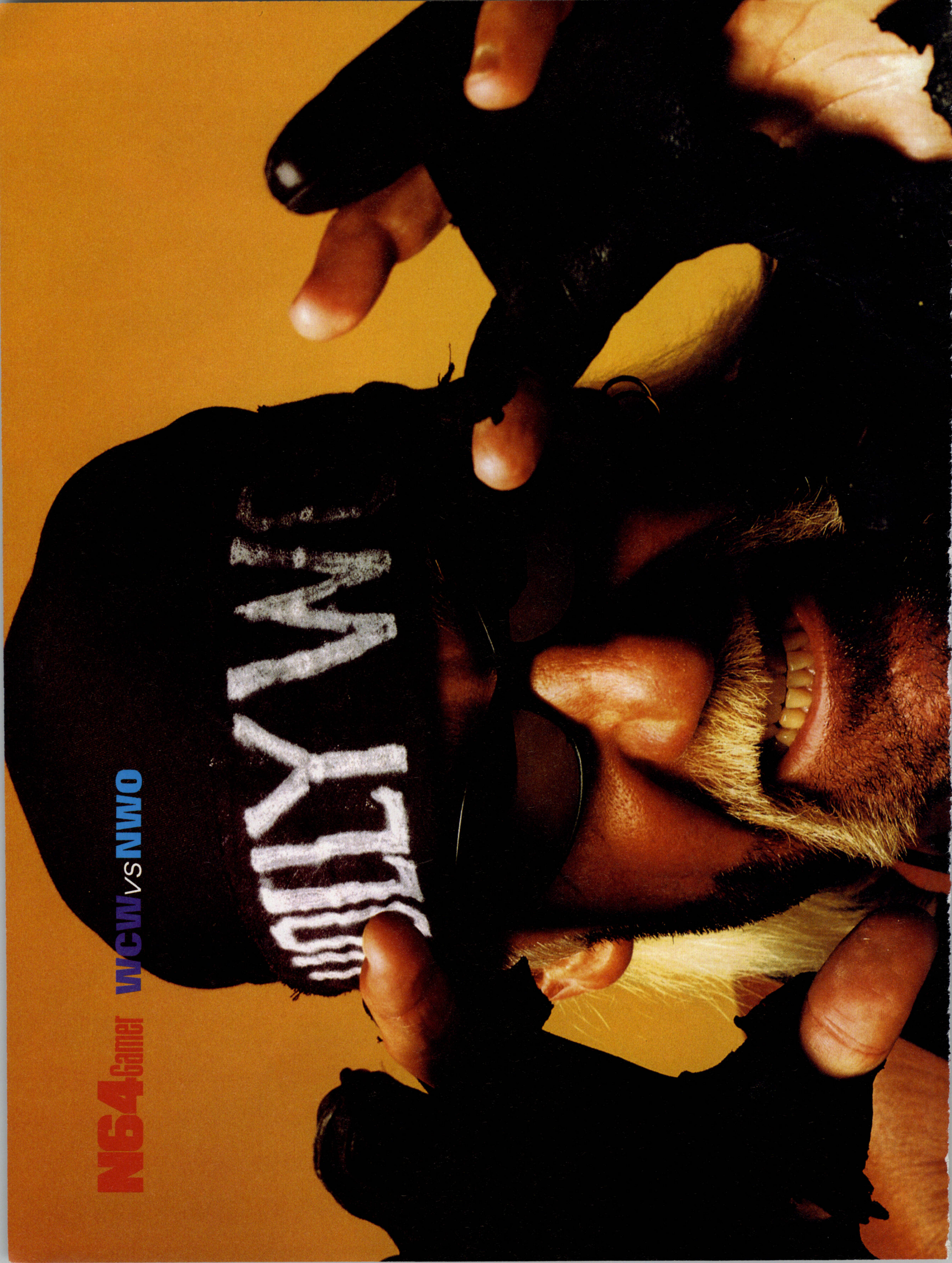


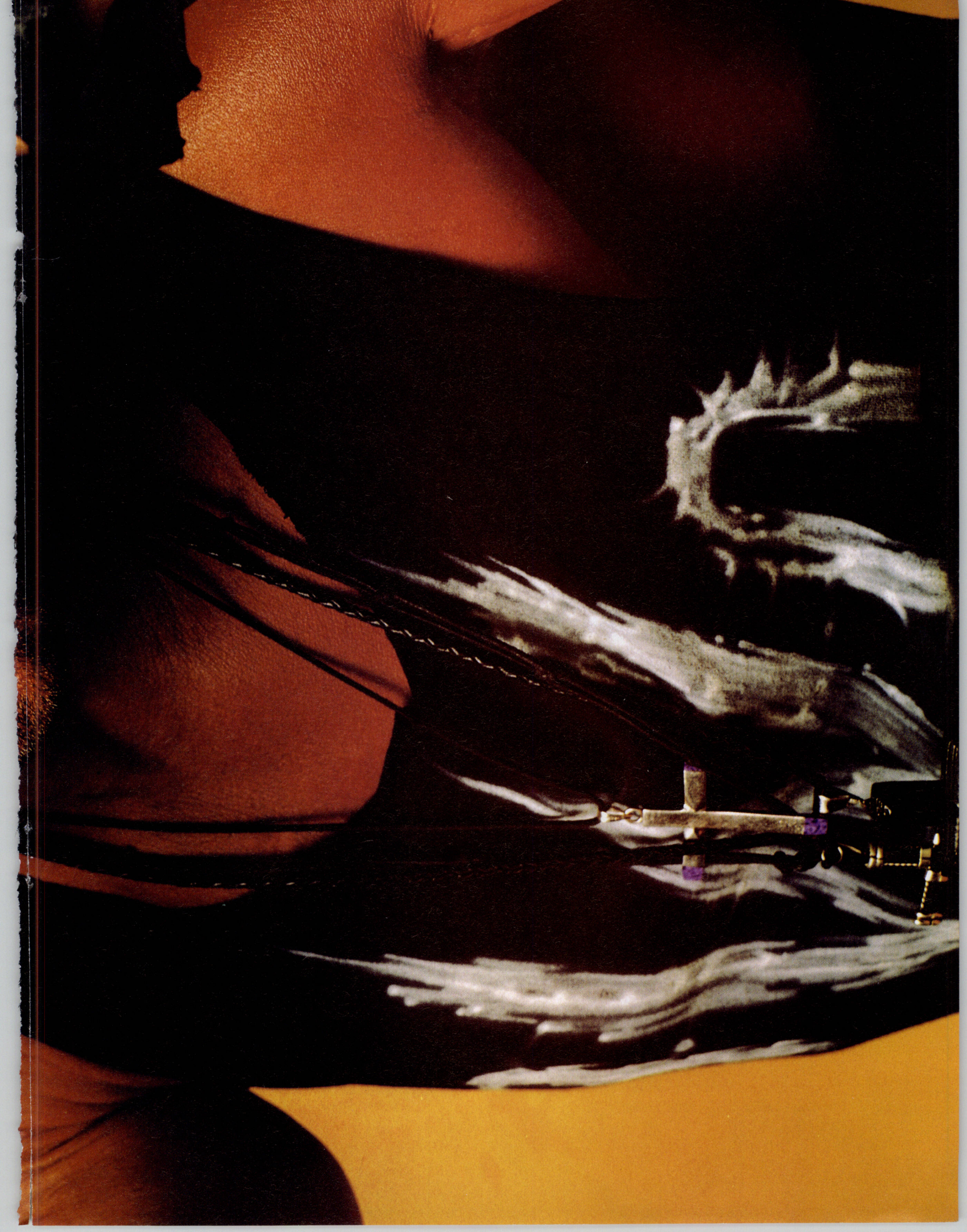
Sonork: Sonork is the big, bad boss of the game, and has quite an array of moves that he will use to smash your face in. His combos have very little lag between each move, so it's hard to attack him as he is constantly attacking you!



N64 Gameer **WCW** vs **NWO**

WALKY WALKY





N64 Gamer **Fighters** Destiny





Guess what I'm going to do with this sword!



Fireballs are often too slow, making them easy to avoid



Some of Morphix's moves look great

either, as most of the tunes just plod along and you'd be lucky to remember any of them after you've turned the N64 off. The sound effects for fighting won't set any new standards either, but what does stand out is the announcer's voice for the fights. With a deep, commanding tone the announcer is one of the few audio samples you're likely to appreciate in Dark Rift.

Another Tekken clone?

The fighting system is a mix of the Tekken/Virtua fighter formula that has worked so well in other fighting games. With vertical and horizontal attacks, and a kick, grab, special (for starting fireballs) and sidestep buttons (for 3D movement), Dark Rift remains fairly simple to play, yet has enough combos to keep you going for quite a while. Its chain combos can go up to as many as ten hits, with some of the really nice ones ending in special throws that are sure to humiliate your opponents. Sadly though, the execution of the player's fighting abilities fails to live up to the standard set of other fighters. Even though the game runs at 60 frames, it often takes way too long for characters on-screen to respond to button presses,

and the fireballs are so slow to initiate that Stevie Wonder could see them coming and use the side step movement to get out of the way. Many of the players chain combos also have too long a pause between their moves, leaving you open to attack by cheap stabbing attacks from your opponent. With this in mind, each bout can often become a stabbing session, without either player landing a large combo. The computer AI will annoyingly, nearly always take advantage of these combos (or nearly any combo you do) by performing single stabs at you every time you try and perform a chain combo. With time though, like most 3D fighters, an experienced player can learn to have fun with Dark Rift and the game's practice mode certainly helps by displaying all of your character's combos on-screen with all relevant button pressing to make things easier for you.

Dark Rift's ideas, practice mode and few cool characters still don't stop it from becoming a mediocre fighter at best. It's not that the game takes a major nosedive in any one area though—it's just a combination of all the little gameplay faults and graphical flaws that see it slip down the ranks among Nintendo 64 fighters.



Looking a lot like the weapon effects in Turok, sights like these are the best visual aspects of Dark Rift

SECOND OPINION

I'm sorry to say that Dark Rift is pretty lame as far as fighters go. The moves, although very smooth, are quite sluggish. You will often find yourself in the position of being able to see an attack coming but will be unable to do anything about it because your character doesn't react in time.. The inevitable comparison between Dark Rift and Mace leaves Dark Rift a Distant second in my book. This is because the moves don't have the same impact, I never found myself wincing at a particularly vicious blow with this game as I often did with Mace. I also found the graphics to be quite fuzzy, there were only a few occasions where I was impressed by what I saw. So if you're a fighting freak and you already have Mace, then this is worthwhile, otherwise steer clear of it.

Narayan

PUBLISHER: GT INTERACTIVE

DEVELOPER: VIC TOKI

GENRE: FIGHTING

RELEASE: NOW

PRICE: \$99.95

RATING: MA15+

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: NO

GRAPHICS



SOUND



GAMEPLAY



OVERALL

6.5 | 10

SnowboardKids

STEVE O'LEARY rides the snow covered peaks in Nintendo's latest racer...

Eyebrows raised in the N64 Gamer office when we heard that a snowboarding game had arrived on the N64. Our expectations were really high, with the thoughts of a Wave race on snowboards constantly running through our heads. That is, until we saw the main title screen where little super-deformed characters with noses nearly the size of their whole body fly past on their snowboards. Given time to adjust to the child-like theme, which appears to be all the rave now with games like Diddy Kong Racing, Snowboard Kids proved to have much more depth and playability than initial thoughts suggested. Not only had Atlus made a game where you can race snowboards across ice covered mountains, they also included a great multiplayer game with over 10 different power ups, trick and stunt modes for snowboarding, and a full racing season with six tracks and the ability to buy newer, faster boards with the money you earn from races.

Surprisingly, the fact that the main characters are children with huge bloody noses and that the game looks awfully cute just like Diddy Kong



Look to do stunts wherever possible. This gives extra \$

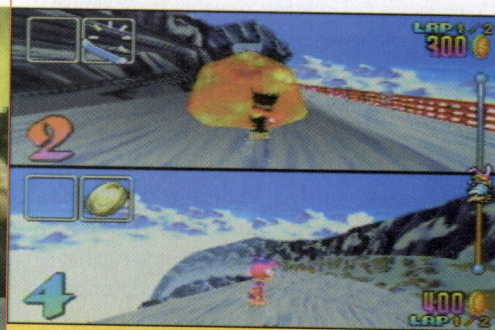


The game has plenty of obstacles like this snowman

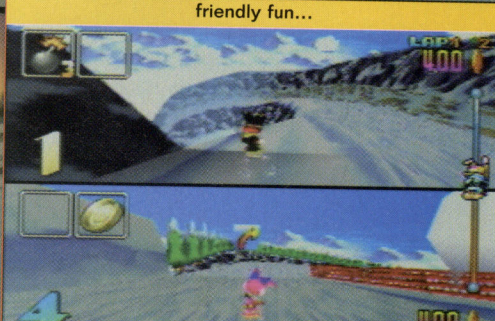
Racing, doesn't effect its appeal to an older audience. The great weapons available in-game give its multiplayer mode an edge in excitement and enjoyment that surpasses Diddy Kong Racing's and at times comes very close to brilliant fun of Mario Kart. On top of this, the snowboarding is realistically represented in the players movements and controls, but above all it's great fun.

Aside from the standard racing, Snowboard Kids also offers extra game modes where the player can race all of the game's

courses trying to break time records, perform stunts in a half pipe section, or race down the track firing missiles (yes, missiles!) into snowmen. The better performance your performance in these tasks, the more money will be awarded to you at the end of each race. This money can be used to upgrade your snowboard in the game's shop. While these aren't ground breaking additions to your average racing game, in Snowboard Kids, they are just that little bit extra that, when combined with its solid racing



friendly fun...



The multiplayer games are great fun. They are, though, a little below the standard seen in Mario Kart

The 2-player detail and frame rate is smooth



Yes, you do get to snowboard on grass in this game!



This is Pinocchio requesting permission to land, NOW!!!



With four characters on screen it still remains smooth



POWERUPS



Fan powerup - This powerup temporarily speeds you up but its effects will only last for a short while or until you bump into a wall or object.



Hand powerup - this power up will fire forward grabbing out the board underneath your unsuspecting opponent. They will then roll about for 5 seconds or so and lose valuable places in the race.



Invisible powerup - Yes, this will make you invisible and invulnerable to all of your opponents attacks. Cool indeed.



Bomb powerup - This little surprise package will send your opponent into orbit with quite a large explosion.



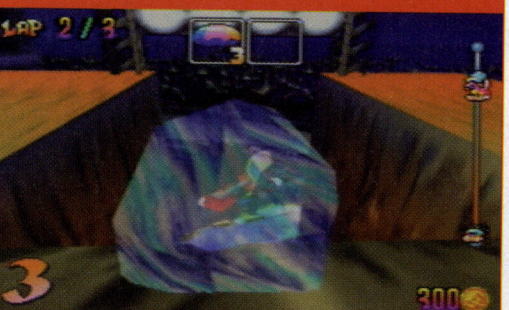
Coin powerup - One of the more powerful weapons in the game, the coin power up, once fired, will smash the nearest opponent flat. This will also take them out of the race for about 5 seconds.



Rock powerup - This allows you to drop a rock and where on the track and will cause anyone who travels over the rock to fall arse over head. It's quite small when placed on the track and is easily avoidable and as such it's not one of the better powerups.



Parachute powerup - This baby, when attached to your opponents butt, also sends them into orbit. This time though, it takes them at least ten seconds to return to the ground and re-enter the race. Very cool indeed!



Ice power up - This powerup freezes your opponent for about 5 seconds. Be careful though, as frozen people become like any other obstacle on the course and will slow you down when you hit them.

game play, go on to make Snowboard Kids an excellent overall title.

Graphically, Snowboard Kids is also very similar to Mario Kart and Diddy Kong Racing. The graphics are pretty faultless, with very detailed textures, a good amount of scenery on-screen at all times and a smooth frame rate delivering a visual standard that's only usually seen from the in-house programmers at Nintendo. The game's six courses include four based around snow covered mountains, one that includes grassy hills and another that runs through an amusement park. Like Diddy Kong Racing and Mario Kart, the scenery is always interesting and graphically impressive and it's obvious that good amount of effort went into the courses structure, although the courses design does fall below the DKR's and Mario Karts' standards in some sections around each track. Still, it's great fun to be snowboarding through an alpine village one minute and then rocketing through an ice half-pipe the next, all the while expecting a bobsled to fly past you any minute. Worth a special mention is the game's night track, which is full of great lighting effects and gouraud shading, creating dazzling bright fluorescent colours on the snow covered ground.

The music that accompanies each track is a mix of high pitched notes that sound like they could only have come from some game console and no musical instrument on this planet, but they still manage to somehow suit the game without becoming overly annoying. The sound effects are equally unimpressive, with each character, when hit by an opponent's weapon, giving off a silly sound effect that is exactly what you'd expect the little deformed buggers to make when they're K.O'ed.

Audio disappointments aside, it's the game-play that will see you coming back to Snowboard Kids. Each of the five characters have different handling characteristics that effect their performance on the snow. Whether you choose the fat-assed Tommy, who has the top speed downhill (mostly due to his weight), or the lighter Jam, who is much more manoeuvrable, all the characters feel quite easy to control thanks to the N64's analogue control. Tap the stick slightly to one side and the player's board will gently turn to take an upcoming corner. Pull it diagonally backwards to one side and he will dig the board into the snow, trying to take the sharpest corner he can at his present speed. The control feels just right, but it must be mentioned that the game lacks the speed some snowboarding freaks may be after as it often maintains a slower pace. Upgrade your board with that extra cash from your winnings and you will notice a speed increase though, but just don't expect the pace of games like Mario Kart.

The stunts each player can perform are quite simple to execute on the larger jumps, but being



Chair lifts are used so players can do another lap



Hey, go home buddy. The snow season is over!



Yes, you also get to snowboard on water

able to pull them out on the smaller banks on either side of the track will take some time and practice to master. All these stunts, and winning the races, are awarded with the extra coin, which also happens to have another use-power ups. The ten or so available can be picked up around the track but 100 dollars (1 coin) is deducted for each power up. Coins can also be picked up lying around the track, so it pays to keep an eye open for any stray coins so you can afford to pick up as many power ups as possible. Two different power ups may be carried at any one time and this can unfortunately lead to a weapons war at many parts in each race, with some races only allowing

you to progress 50 meters or so before someone else fires a missile or some other foreign object right up your butt. Thankfully, some power ups make you invulnerable to attack and this helps to balance out the gameplay, a little more, overall.

As a standard racing game on snowboards, Snowboard Kids is quite good fun, as an overall package with it's weapons, bonus games and multiplayer mode, Snowboard Kids is a game well worth checking out. It doesn't quite have the polish and playability of either Mario Kart or Diddy Kong Racing, but it's still great fun and easily stands as the best snowboarding game on any system.



Yes, their noses are very long.



God only knows why!



What's the likelihood of getting out of this one without any broken bones?

SECOND OPINION

The programmers of this game must have had a sad obsession with Pinocchio because they seem to have modelled the games characters after him. Leaving aside the big nose jokes, Snowboard Kids is a solid and enjoyable multi-player racer. I'm not quite as impressed as Steve with the graphics. They are smooth enough but the backgrounds are fairly uninteresting and they don't show off much geometry. The game is lots of fun, though, because the control is excellent and there are tons of cool power-ups to annihilate the competition with, especially when they're your mates. Snowboard Kids is a good, if not great, addition to the increasingly popular 'weapons enhanced racers' genre. **Narayan**

PUBLISHER: NINTENDO

DEVELOPER: ATLUS

GENRE: SPORTS/RACING

RELEASE: MARCH

PRICE: \$59.95

RATING: G

PLAYERS: 1-4

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEM PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8 | 10

MischiefMakers

MITHRA DENNEWALD loves platformers, so we let him at Mischief Makers

Mischief Makers is a game that's refreshing in its originality. It is a 2D platformer that sets itself apart from the crowd by adopting an extremely varied style of gameplay where each level is different from the last. Forget about the standard left to right progression through levels in which you jump along shooting things, only having to engage the reflexes and let your mind wander. Mischief Makers forces you to think a little, by providing multiple paths through the levels, as well as in discovering the bosses weak spots. Since your character has no weapons you need to take advantage of what's around you, by grabbing weapons off baddies or getting bombs from friendly locals, or performing daring acrobatic stunts to avoid them.

The bosses are the best parts of the game because it's here that you need to be the most imaginative. My favourite is when you're battling King Kong's long lost brother, with him intent on pounding you into submission with his fists. To damage him you have to catch his fist as he punches you and throw the punch back at him. But even that isn't enough because he's got a partner that heals him whenever he gets damaged, the solution, throw a few of Kong's punches his way before having your showdown with the big brute. With some bosses you can even grab their weapon right out of their hands and use it on them. It's this sort of originality that makes Mischief Makers so fun to play again and again. This is a game that will keep you glued to your TV for days on end because



You're playing with fire when you grab this fist out of the air.



Here's an example of some nice, silky smooth sprinting



Levels like this really show off the N64's 3D graphics



Marina's in for some death from above from this grenade lobbed by the guy in the rocket-pack.



You even get to experience some Olympic events

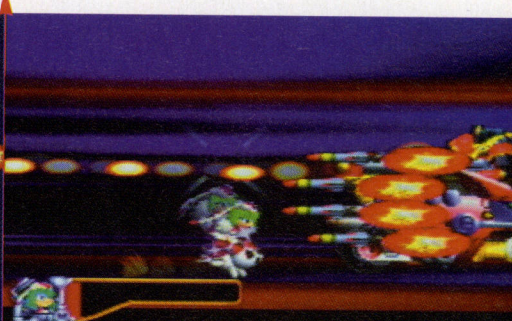


This is an example of some of the great special effects.





Flying stages like this help break up th action.



Okay, okay... I take back what I said about your mother.



Always take out the flyers first, 'cause they're trouble



Just remember, you've got to catch this guy's fist and throw it back at him!!



You've got to really stay on your toes to avoid being crushed to a pulp by this guy.



To get past some obstacles, bombs are needed.



The graphics may look plain in static shots, but the smooth frame rate and special effects manage to impress.



it has a massive 50 levels to complete and believe me, they're no cake walk. But this is not a task to back away from as Treasure have given you a control system that is very intuitive.

The foreground graphics in Mischief Makers are also extremely good, the characters are drawn like an anime cartoon and have some style to them that is sadly lacking in many games today. They also move so smoothly it's a pleasure to watch. Unfortunately the back-grounds aren't as consistent. On some levels, the backgrounds are great, they're colourful, well drawn, and the depth is smoothly animat-ed, giving a very enjoyable feel to the level. However, there are other levels where you'll think to yourself "I could do better than this with my eyes closed!", and you'd be right!. Thankfully this does not detract from the game to a large extent.

The sound is nothing special technically but it does suit the game very well. Most of the sound effects are quite simple, there's even some of the dreaded old fashioned beeps, but at the same time there are some impressive sound-ing effects such as the machine gun, and rocket launchers that you get to steal. The bosses also make some great howls of pain and frustration as you beat the hell out of them. Some of the speech in the game is vary good, both in quality and the way the actors sound convincing.

On the whole it's the excellent gameplay that really makes this game a great buy. It's just so much fun to play, with plenty there to keep you coming back for more. So if you're a platform fan, or even someone who likes their games to be a bit different, then go out and grab Mischief Makers now.

READER REVIEW

Mark Novosel - 27 Raymond St Eastwood, NSW, 2122

Mischief Makers is crammed with surprises. Take for instance the part where you unwittingly teleport in at a moment of high drama and spark off an enormously amusing fist fight between two clans of tiny no-faced people. Or there's the level where you have to park a tricycle because it's snowing. Or the School sports day. Or the ghost busting level where you desecrate a cemetery. Or, indeed, the fact that you're unarmed and defend yourself by grabbing monsters and hurtling them like pies - an extremely clever idea. What you can do is knock bombs back at attackers, snatch missile launchers from the shoulders of ungainly robots for a few seconds of mayhem. You can juggle opponents about and use them as projectiles against the larger monsters that swoop into range and in general mess around with the controls until you develop your own style.

Treasure are known for their wizardly imaginative designs, and Mischief Makers is no exception, the joyful oddness is constantly delightful. Giant boxing dragons are reached by pitch-and-yaw towers, farmers are persecuted by giant earthworms, on the ropes frog princes confound by invoking weather gods. You are required to perform trapeze like acts and chase unruly, tiny no-faced children. Incredible multistage bosses test you terrifyingly as your best and most exhausting efforts just make them angry. But it's never unfair. You never have to make a leap of faith. The monsters always have a blind spot. It's tough, yes, but enticingly so, and the diamonds for credits and time trials are a fine incentive to replay earlier levels.

The common blue and rare green diamonds replenish your energy, pleasingly if you have a full bar you are awarded an extra life to a maximum of three. It's with the red and yellow diamonds that the game shows it's friendliness. By collecting red diamonds, upon your defeat you may buy another go. You can freely re-visit conquered levels (and diamonds in these levels will be replaced for you to collect them again), and at the same time you may wish to improve your mark. (Each screen ranks you A-D depending on your swiftness of completion). Throughout the game when you complete a particularly tough course, or manoeuvre, you are rewarded with a yellow diamond. Their use becomes very obvious at the end. Each yellow diamond pays for one scene of the ending, so the more yellow diamonds you have the more of the ending you will be able to see. So in order to see all of the ending you will have to go back and earn more yellow diamonds, (a bit similar to Mario, You need to beat certain bosses to get stars in order to finish the game). This is an excellent addition, (at first it might make you angry not being able to see the full ending, but trust me it adds great lastability).

The special effects in Mischief Makers are exciting and unusual, for example the shifts in perspective and in and out zooming action for the boss scenes are particularly splendid, and the lights and explosions are wonderful. There is a similar pleasure in replaying the game many times as there is in Mario so you won't get bored straight away.

Mischief Makers is a cracking game. It makes you work and learn, and in the end handsomely pays you back for your investment of time. It is a laugh-out-loud, play-all-day type of game which is very enjoyable.



Voltron Rip-offs don't come anymore blatant than this.



Nothing like a bit of desert destruction with a laser gun

PUBLISHER: NINTENDO

DEVELOPER: TREASURE

GENRE: PLATFORM

RELEASE: NOW

PRICE: \$59.95

RATING: G

PLAYERS: ONE

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: IN CART

GRAPHICS



SOUND



GAMEPLAY



OVERALL

8 | 10

MortalKombatMythologies

ROBERT GARCIA *slips on the blue ice suit and practices his fatalities*

At the time of writing this review I had two goals in my life. The first was to try and pick out and describe the good points of Mortal Kombat Mythologies in a review and the second was to kill the editor for getting me to do it. So too, in Mortal Kombat Mythologies Sub Zero must endeavour to complete two goals in the game. The first is to retrieve the hidden maps of elements that are scattered through eight torturous levels, the second is to try and discover the real evil forces that are trying to thwart his mission.

Somewhere, somehow, someone thought it would be a good idea to take a character out of a fighting game and make him the central figure in a side scrolling platform game. In this game the character, Sub Zero, would have to single handedly fight an army of opponents, climb, jump, float, run and swim through eight action packed levels while gaining new special moves after each battle. Sounds good? Well, I'll be the first to admit that this type of game should be great fun to play, but somewhere along the way Mortal Kombat Mythologies loses all of its initial appeal.

You'll need a SNES converter...

Graphically MK Mythologies uses a mix of 2D sprites for its characters and 3D for its backgrounds. The sprites are basically ripped straight out of the cart 'Mortal Kombat Trilogy' and unfortunately have the same poor animation apparent in that game. The backgrounds though, are the better part of the games visuals. Starting in a shao lin temple and spanning through sewers, tunnels



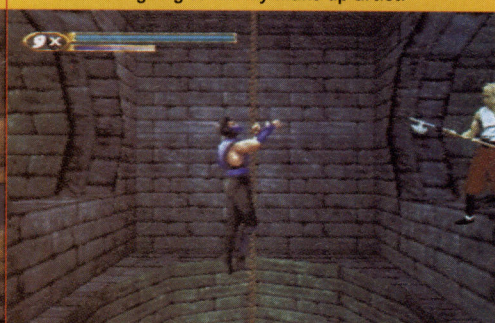
Ooo, I just sat on a big stick!



I'm going to kill my make up artist!



O.k, you can stop flexing now!



Surprisingly, the 3D backgrounds look real cool

and large multi-story buildings, the backgrounds actually appear to be quite detailed and always move with a 3D perspective. They also always scale very smoothly thanks to the N64's custom hardware, but in many places the backdrops are seriously lacking in colour and variety. Some sections involve pseudo 3D scaling into and out of the screen and are very reminiscent of the levels seen in the SNES version of Super Ghouls and Ghosts, but their inclusion in the game often makes the 2D sprite characters look all the more

sad in comparison. Back again, is the blood that has made the Mortal Kombat series so popular. It flows abundantly, especially when someone is crushed by a huge stone slab, which so often fall out of nowhere to take the player by surprise. Overall, it's surprising to think that MK Mythologies graphics are actually drawn by the Nintendo 64's hardware and it's not surprising to hear that the PSX version is practically identical.

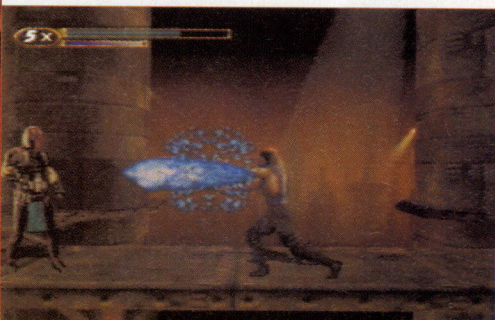
Most of the sound effects have also been ripped from other Mortal Kombat carts and what music is heard in the game makes you actually appreciate the volume knob on your television.

if at first you don't succeed...

If your fanaticism for Mortal Kombat has seen you ignore the games audio and visual downfalls then your devotion to MK mania will be seriously tested with Mythologies' gameplay. For starters there's nothing in this game that hasn't been seen and done better on the SNES before. The gameplay basically revolves around the 'try, fail and try



mmmm... scary huh?



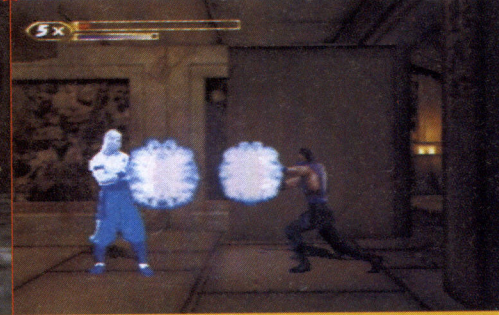
Ah-choo



The new under arm B.O fatality



Typical MK gameplay and graphics



The ability freeze opponents is quite cheap, and cool!

again' method, meaning that you repeat the process until you know how not to get killed. Many sections will see you die from falling rocks etc, only to re-spawn and pass that section with little to no skill required at all. Secondly, the control system is a pain and bloody troublesome at best. Fighting opponents uses the same buttons that MK Trilogy uses, but a button must be pressed each time you want Sub Zero to turn around. Now, when you have multiple enemies on both sides of Sub Zero, this system becomes totally ridiculous and WILL result in many frustrating deaths as you fumble over the buttons trying to turn around (while your gaming instinct will tell you to push the D pad in the opposite direction).

On the plus side is that Subby must collect keys to unlock hidden doors, and collect health vials and learn special moves along the way. Little consolidation for the substandard gameplay but these features are still better than nothing.

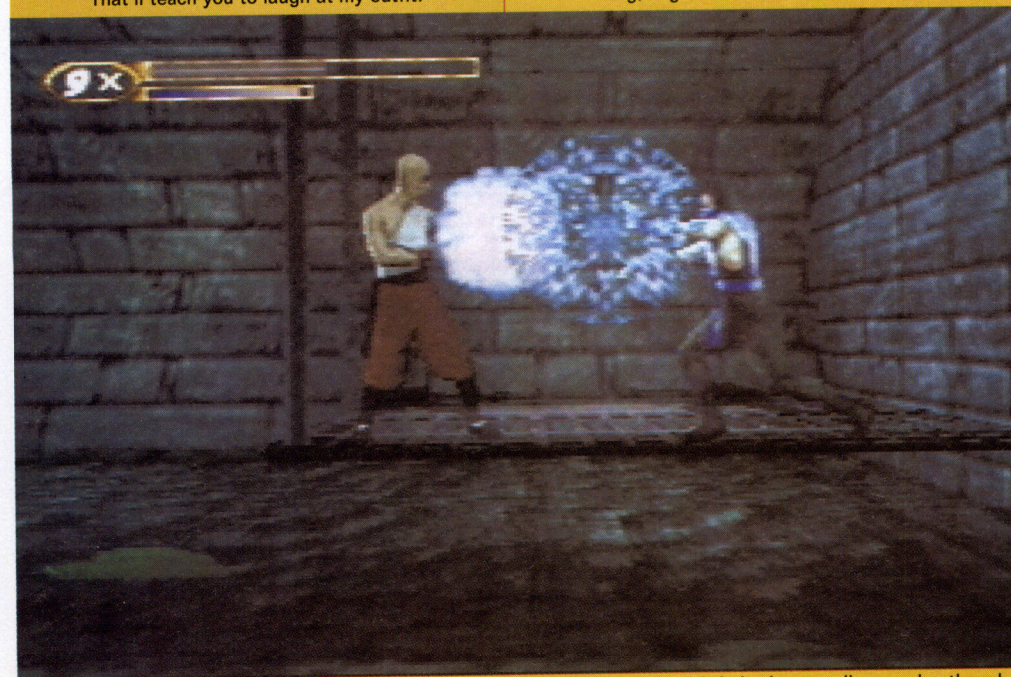
To be honest, I was hoping that MK Mythologies would be a lot better. There's just that little part of me that longs for a polished and playable version of this type of game to rekindle the great days of old brilliant platformers on the SNES. Unfortunately Mortal Kombat Mythologies represents essential gaming for only those who would sacrifice an arm and a leg to keep playing games in the Mortal Kombat series. Otherwise this one is best left for the weekend rental.



That'll teach you to laugh at my outfit!



Big, huge stone slab -1, Sub Zero-0



In some sections, Sun Zero must jump over water and fire obstacles. It doesn't help the overall gameplay though.

SECOND OPINION

After the incredible success of the MK series it saddens me to see such a poor game attempt to carry on the name. The fact that the Sub-Zero sprite has not been improved since the 16-Bit MK games is utterly unforgivable, the graphic artists should be slapped about the head repeatedly with a wet fish until they apologise. The gameplay is nearly as bad. It all feels so dated and unoriginal. The way the enemies reappear if you leave the screen is an annoying gameplay problem that should have died with the 16-Bit systems. MK Mythologies is an unoriginal game that is only recommended to lobotomised fighting game freaks.

Narayan

PUBLISHER: **GT INTERACTIVE**
DEVELOPER: **MIDWAY**
GENRE: **FIGHTING/PLATFORMER**
RELEASE: **NOW**
PRICE: **\$99.95**
RATING: **MA 15+**
PLAYERS: **ONE**
RUMBLE PACK SUPPORT: **YES**
SAVE GAME SUPPORT: **MEM PAK**

GRAPHICS



SOUND



GAMEPLAY

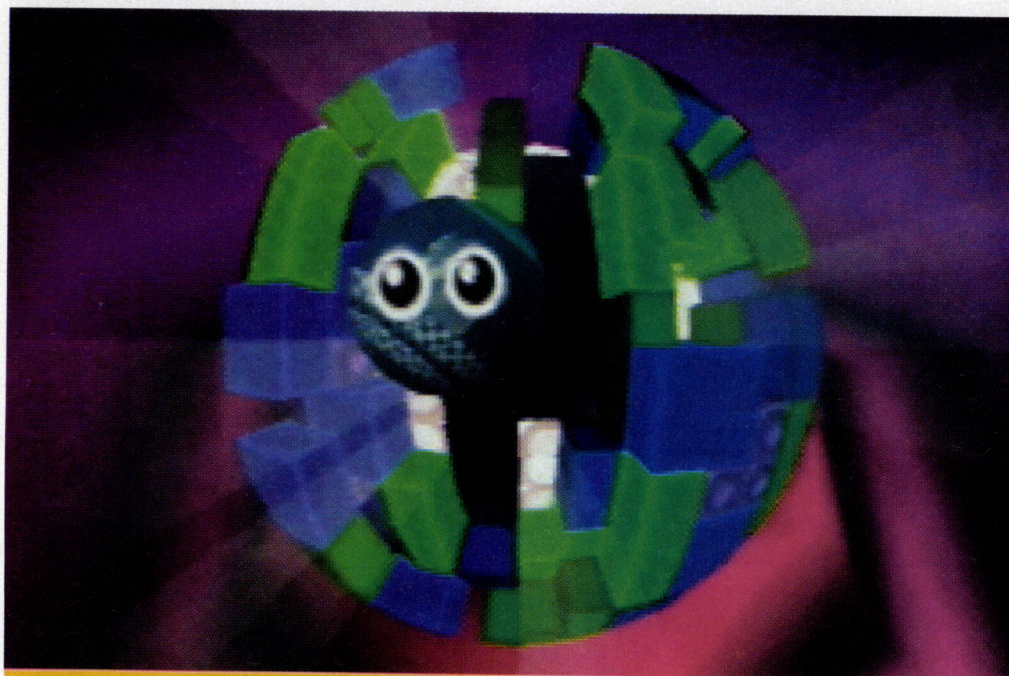


OVERALL

6 | 10

Tetrisphere

Putting squares into circle holes... sounds like a job for NARAYAN PATTISON



Now, when I get my hands on the piece that lock me in there!

Well a puzzle game wouldn't be everyone's idea of the best way to utilize the power of the Nintendo. To dismiss Tetrisphere as a waste of good polygon power would, however, be a grave injustice. Tetrisphere may not have knockout graphics like most 64 games, but it does have addictive and enjoyable gameplay. Another important aspect of Tetrisphere is that this is the first puzzle game to use 3D graphics as an essential aspect of the game rather than a pointless gimmick. The game is also much more original than you would expect of another puzzle game using the Tetris name. Apart from the fact that it uses the same shaped blocks, the game bears no relation to the original Tetris game. This is a good thing because this sphere based puzzler is the most polished and addictive puzzle game that's been seen for a long time.

How many polygons?

To be brutally honest this game does not have the kind of graphics that are going to have you gasping in disbelief at the power of the 64. So, I wouldn't expect to see it being shown off on too many gameshop tellies. Anyone that has played puzzle games at all can, however, tell you that the graphics are about as important to the success of a puzzle game, as shampoo is to Michael Jordan. Why else would the Gameboy (which is hardly a machine known for its awesome graphical power) be able to offer such an utterly fantastic version of the original Tetris. This being said, Tetrisphere's graphics are ade-

quate, and suit the game design. The graphical presentation of the sphere means that it is extremely rare to be confused by the positions of the blocks, even on stages where there are a horrendous amount of blocks scattered amongst the various levels. It is embarrassing though, to see 'pop-up' rear its ugly head in the puzzle mode of the game (some of the sphere disappears at certain rotational angles). It is impossible to see what could be so difficult about calculating the graphics that the whole sphere could not be drawn at once. Shame, shame.

Isn't it gameplay that counts?

The aim of Tetrisphere is to clear away the pieces of the sphere to reveal the core. As usual this is much harder than it looks because to do this you have to drop your pieces so that they match up with at least two other blocks of the same colour. If you stuff up and fail to connect with two of the same pieces, the sphere wobbles around hideously (not unlike Roseanne's butt), and you lose a life. Pulling this off is not left to chance only, because you have the ability to drag the blocks around the surface, so that they connect with other blocks of the same kind. This ability to drag the blocks around means you are able to stack up mind benderly huge combos. A combo is a count of the number of blocks you manage to destroy from dropping a single piece. If you're skilful enough, like me, to pull off a twenty hit combo, then you receive some cool magic. Magic items include a rocket, some dynamite and a laser that makes

MODES BONANZA



Rescue - This is the normal game mode in which you must destroy a sufficient number of the blocks to allow the creature inside to escape.



Hide and Seek - In this mode the aim is to perform a number of different tasks such as uncovering pictures and such.



Puzzle - This mode is the most challenging because the blocks are set up in cunning constructions. To destroy them you really have to think because you are only given a very limited number of 'drops' and 'drags' which need to be used perfectly if you are to succeed.



VsCPU - Pit your skill against that of the computer and enjoy some 'VS' gameplay without needing to lug a mate around.



Question mark pieces can unlock any block



You have to drill under these pyramids



The magic is awesome!

Goldeneye's Moonraker laser look like a toy. These magic devices come in extremely handy because they can be used to instantly wipe out a huge section of the sphere. The game has an excellent training mode that shows you all the features of the game, so that you're not thrown in at the deep end, like lots of other puzzlers. Tetrisphere also has an impressive amount of game modes that really add variety to the gameplay. One bad feature is, that although you have plenty of time to set up elaborate combos in the early levels, the later ones are too frantic for this to be possible. This is annoying because setting off huge combos is one of the best bits of the game and it's frustrating not to be able to do it later on. Another problem is that there is no audio or graphical indication that you have finished the level. This can lead the player to mistakenly believe he's finished and then relax, only to find to his dismay that the pieces keep dropping. Still these are only minor problems with otherwise strong gameplay.

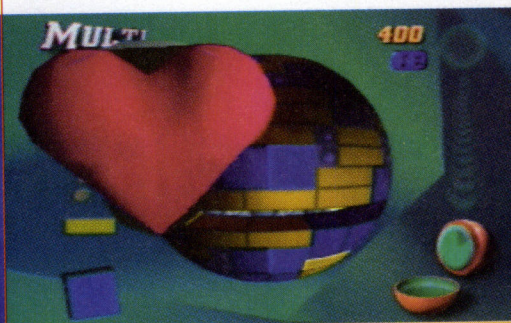
It's refreshing to see the Nintendo continually establishing that a CD drive is by no means a prerequisite for great sound. Tetrisphere is another fine example of great music on the

machine. The range of pumping techno tracks really adds to the atmosphere, and helps the game induce those adrenalin rushes that are essential in any great puzzler. It is, however, recommended that you set the music to random. If you don't, you will be subjected endlessly to the same music track if you are stuck on a particular level. This only enhances your frustration at not being able to complete the level and is definitely not a good idea unless you want to end up smashing your pad against the wall. The sound effects are also brilliant. It is just so satisfying to hear the continual explosions after setting off a killer combo.

Tetrisphere will not appeal to all people, simply because there are not many gamers out there that are fans of puzzlers. This game is not that brilliant that it would be capable of converting people who normally don't like puzzle games. Therefore, avoid it if you're not a fan, and if you're not sure how you feel about puzzle games, make sure you adopt a rent first, buy later policy. For anyone who is a fan of the puzzle genre, Tetrisphere is an essential purchase because the challenging and frantic gameplay will have you utterly absorbed for a long time to come.



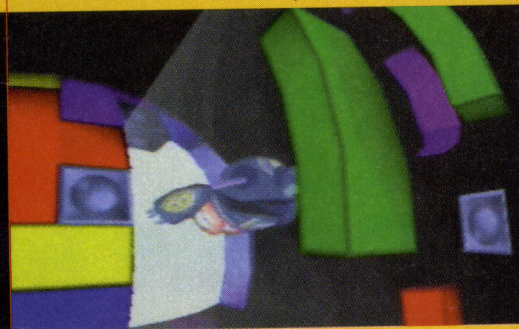
Some of the puzzles are quite simple



I wonder who the sphere loves?



Crap!... I've run out of things to say!



Freeing these guys can be tricky

SECOND OPINION

I must admit that I'm not usually a fan of puzzle game, but Tetrisphere caught my attention with its unusual 3D graphics and gameplay. The idea is a spin off of the original Tetris, and somehow it really manages to entertain in its 3D form. There are heaps of game modes to play in, with the multiplayer levels offering good competition between skilled players. The music, though, is what really stood out in my mind. Its easily some of the best heard on the N64 and will thoroughly entertain you while solving the puzzles in Tetrisphere. Not just a game for puzzle-heads, but for all who like a challenge.

Steve O'leary

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

GENRE: PUZZLE

RELEASE: NOW

PRICE: 59.95

RATING: G

PLAYERS: 1-2

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: NO

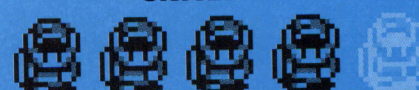
GRAPHICS



SOUND



GAMEPLAY



OVERALL

7.5 | 10

Wayne Gretzky 3D Hockey '98

He's cold as ice, so we thought NARAYAN PATTISON should be the man to skate or Die

Midway's first hockey game was undoubtedly a very solid, arcade style game of ice hockey. It did however, receive a far bit of criticism from die hard enthusiasts of the sport who claimed it was decidedly unrealistic. In obvious response to this criticism Midway have released this new 98 version of their game that boasts a brand new simulation mode. So what's new you ask? Well, to be honest, not much. The graphics are identical, as is the sound. The only changes come in the form of the new simulation gameplay. Unfortunately for simulation fans, Midway should have stuck to what they know best because none of these changes help the simulation mode noticeably.

So what's new?

The graphics have seen about as much improvement since last year as Keanu Reeves' acting has. In other words none. They are identical to the 97 version. The characters have exactly the same graphics and animation. The only change in the arena graphics is, wait for it, the billboard advertisements 'Coca Cola' and 'Campbell's Soup', have been replaced with ads for 'Mace' and 'San Francisco Rush'. Wow, how did they manage to squeeze it all into one cart. The graphics aren't bad. They are, in fact, still quite good. It's just infuriating to see them not bother to make any improvements in the new edition.

Like the graphics, the sound has seen extraordinarily little in the way of improvements. The grunts and 'ooffs' made by the



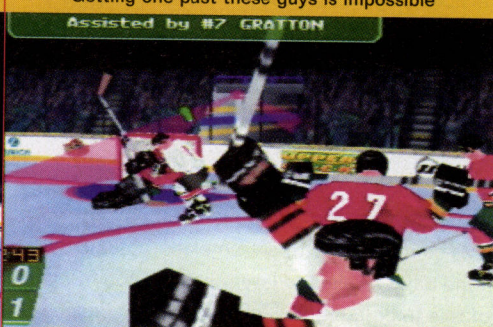
Damn, I'm good



Getting one past these guys is impossible



The character graphics are quite impressive



Enjoy this rare moment of victory

players are identical, they still sound like a couple of hippopotamuses doing the sorts of things that would get them banned from wildlife documentaries. As for the announcer, let's just say you're not going to want to punch him out any less than you did last year because he still dribbles on about exactly the same stuff. The music is, as you guessed it, exactly the same. For those who don't know what the originals sound like, it has decent sound effects and slightly below average mixture of music tracks.

O.K, so does it play any better?

The speed of the game is still a tad on the Speedy Gonzales side of things. Blink and you'll miss about five passes between the computer players. It's a given that ice hockey is a very fast game but you still need to be able to see all the plays happening. This speed also causes the game to make an infuriating amount of 'icing' calls. Thankfully, the computer players have received a bit of an IQ-lift so that they are not the shambling idiots they were in the first



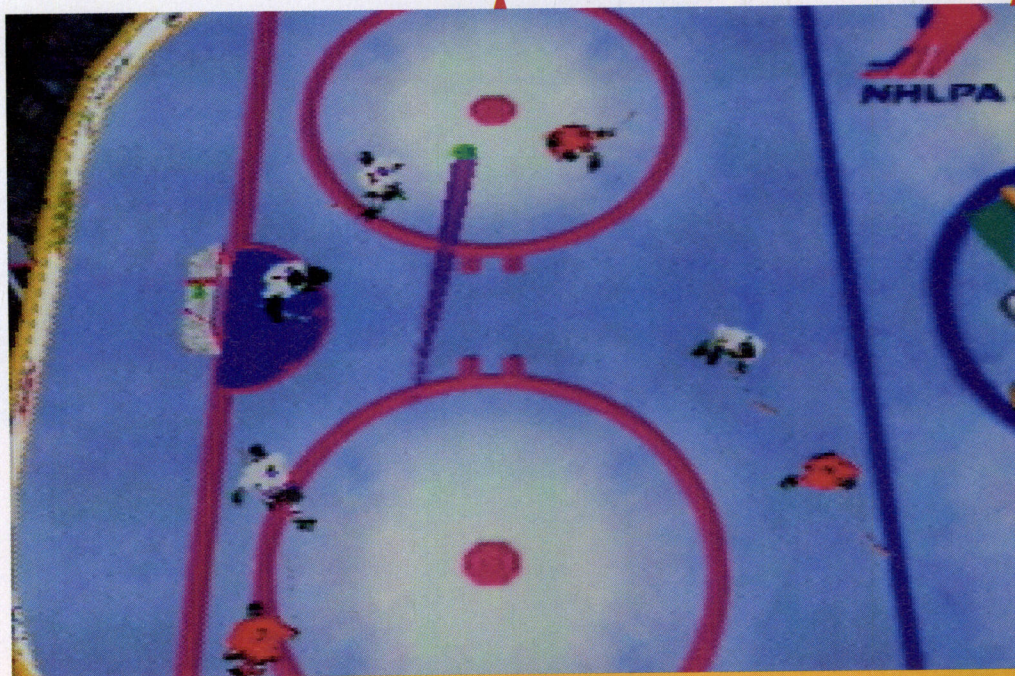
Why do I always have this funny feeling that someone is controlling me?



There are more teams than you could ever hope for



The action sure moves fast



The pucks trail makes fast plays easy to follow.

version but they still have a tendency to go off-side too often. Unfortunately for us the goalies have undergone intensive training so that they are now faster than Superman on speed. It's about as easy to slip one past them as it would be to beat an entire army with a paper plane. If the game is taken off the default simulation setting, then things improve quite a bit because the game still plays a very good arcade style game. The four player mode is also just as much fun as it was in the original.

Anyone who already has the original game and is considering purchasing the new addition should go headbutt the wall until they get their wits again because there are nowhere

near enough improvements to justify buying the new one. The whole game has a bit of a rushed feel to it which is inexcusable coming from a company with so many Nintendo hits. Those die-hard simulation fans who avoided buying the first game should also steer clear because none of the problems have been sufficiently improved. So who should buy this game? Well anyone who hasn't got the original and feels like a good bit of arcade style hockey action, that's who. When it comes to the crunch it's still a damn fine hockey game and if nothing else it destroys the competition because no-one else has made a hockey game for the Nintendo yet.



Concentrate Grasshopper

SECOND OPINION

You really have to push yourself to find any differences in this game to the original Wayne Gretzky. That aside, the game is still the best (and the only) hockey game on the N64. It really does still play like an arcade game, even with all of its so called simulation additions. Not that arcade gameplay is a bad thing, because I think that the majority of gamers out there would rather sit down to an arcade style sports game than a full-on boring sim! Whatever you do though, don't buy this game if you have the original. If you don't, then Gretzky's is a great game for sports fans alike.

Steve O'leary

PUBLISHER: NINTENDO

DEVELOPER: MIDWAY

GENRE: SPORT

RELEASE: APRIL

PRICE: \$79.95

RATING: G

PLAYERS: 1-4

RUMBLE PACK SUPPORT: NO

SAVE GAME SUPPORT: IN CART

GRAPHICS



SOUND



GAMEPLAY



OVERALL

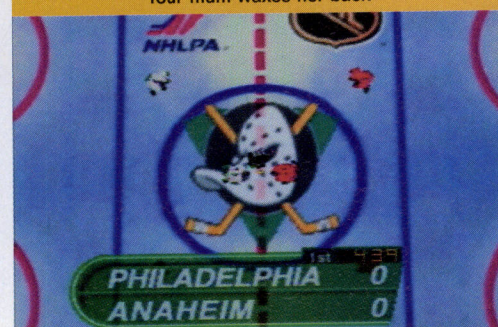
8 | 10



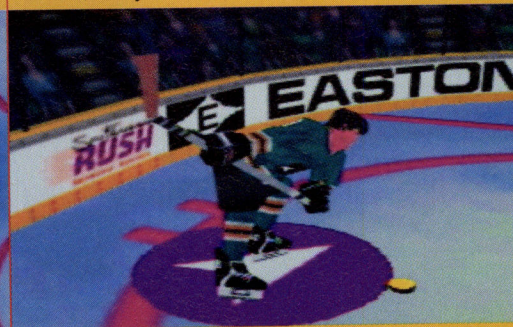
Your mum waxes her back



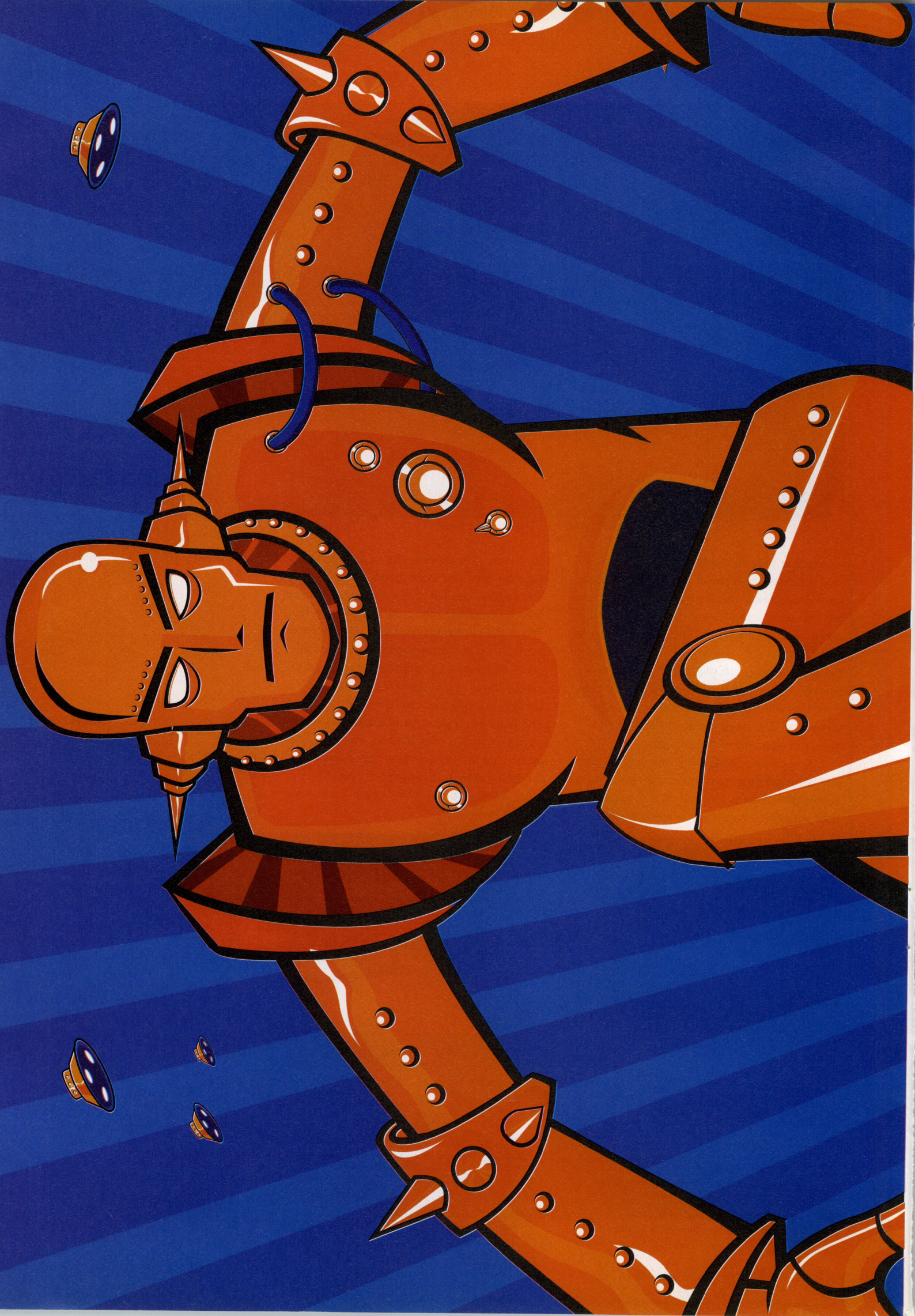
Yeah, well your mum is Donkey Kong's stunt double



Anaheim? Where the hell is Anaheim?



I really shouldn't have had those beans last night





hyper@active

<http://hyperactive.com.au>

GAMES ONLINE

What exactly is the **64 DD** ?



»» The **64DD** (DISK DRIVE) has been the source of much speculation over the past year with plenty of interest being generated about the add-on device for the N64. Many see the 64DD as an attempt by Nintendo to correct their mistake in using a cartridge based system as the format for their super console, the N64. But, rather than just remedying the N64's supposed data limitations in its cartridges, the 64DD promises to open up a whole new level of interactive gaming that the N64, alone, could never offer the consumer. »»

For the first time in videogame console history, this add-on will enable players to save the progress of their games to disk and use this data to change the course of the game's future. Mind you, we're not talking about a simple ram save that's currently seen with the N64's memory pak and other 32-bit consoles similar saving devices. The 64DD will be able to save whole tracks you have designed in racing games, every detail in the largest real-time RPG, and allow you to create your own unique 3D characters that you can save and use in your favourite RPG or fighting game.

The possibilities for the 64DD, as you can probably imagine, are incredible and really offer the next-step in video gameplay. It's also been confirmed that the 64DD will include a modem (overseas version, that is the Australian 64DD version modem is yet to be confirmed). This will further enable players to access even more gaming options like downloading new tracks and add-ons for games over the net, multi-play gaming over the net (hello, Quake!), trading customised characters in your favourite games, and even the good old occasional 'surf on the net'.

Below is a list of the 64DD's specs, explaining exactly what each of the machines abilities will mean to you, the N64 gamer.

The question most people are asking is when the 64DD hits the streets, will the unit be essential to N64 owners? Well, when released, the 64DD probably won't have any '64DD only' games available for it. What the 64DD will offer is the chance to use expansion disks, and the unit's other in game advantages mentioned in Techno. After some time you will probably see some 64DD only games appear, but you can only expect this to happen when the unit has a large user base. Don't panic and think that game cartridges won't be released anyone, as this won't happen. There are over 5 Million N64's worldwide and the number is growing, so it would be business suicide for companies to support one n64 format and not another. It looks like the 64DD will be the next big step in video gaming!

Nintendo 64DD Specs:

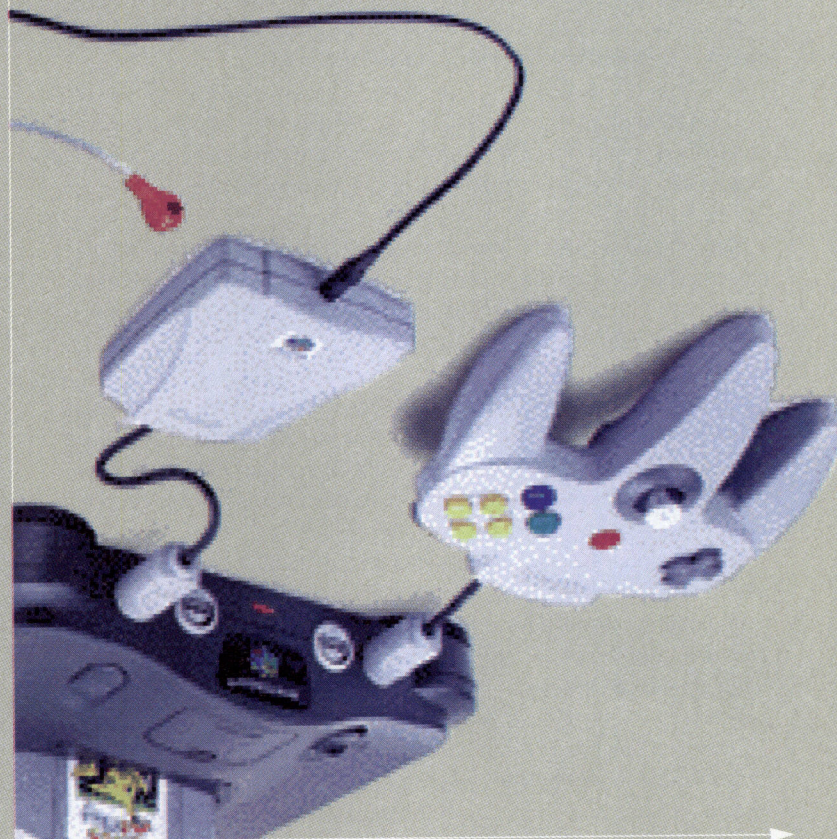
High-speed, mass-volume memory magnetic disk drive. Writable storage device attaches to bottom of the N64 console. Disks are front-loaded

Data Transfer Rate. Typical: 81 seconds for 64MB (normal speed CD-ROM: 437 seconds/64MB) This makes the 64DD roughly the speed of a 6X (speed) CD rom. Currently the 32-bit machines use a 2X CD rom, so the 64DD would be three times faster when loading data!

Includes a 4 MB RAM expansion. This effectively double the N64's total ram to 8 MB, which is the largest amount of ram in any videogame console. The advantages of extra ram are; Even shorter loading times for the 64DD; Higher quality textures in your videogames. Roads will look more detailed, fighters will have better textured details on their faces and bodies; Sound quality will be better, with more music and effects than before.

8MB ROM chip built into the drive, reportedly holds new midi sound banks and other helpful data routines. The ROM chip (read only memory) can be used to hold sound samples (music notes for piano for example which can be used in any game), and this ROM further frees up the main RAM to allow programmers to make the games graphics and sound even more detailed.

System Clock. Built-in clock can display the time of day. Simulation games can feature dawn/dusk according to real-time. Games could include changing content depending on day. With this clock you could probably expect a Tamagoochi game that constantly lives in your N64! Imagine that! Even when the N64 is turned off the little bugger (tamagoochi, that is) is still alive and kicking in you N64!



High-density 3-3/4" magnetic disks double-sided 64MB capacity. Up to 38 MB writable. Lower cost than cartridges. The 64DD disks are about the same size as normal 3.5 inch floppy disks that you use on your everyday computer. The 64DD is specially designed so that only the 64DD disks can be inserted into the drive, with the drive door on the 64DD only opening when the special 'rails' on the side of the 64DD disks are inserted into the drive. This basically means that it's impossible to stuff a baked bean sandwich into the drive (or anything else for that matter), which is especially handy if you have a few children around the house. The lower cost of the 64DD disks means that games will be cheaper than the carts at the moment and this is great news for all gamers

Modem capabilities: download custom data; surf the web; update games with expansion disks; trade customised characters; multiplayer gaming.

Multiple disk support. Games on multiple disks are possible, meaning that games can far exceed the 64MB data on each disk, allowing for virtually unlimited sized games with more detailed graphics and sound.

Dimensions

Drive: 260mm (w) x 190mm (d) x 78.7mm (h). 1.6 kg.
(Combined with 65.5mm height of N64, both units are 144.2mm high)
Disk: 101mm (w)x103mm (d) x 10.2mm (h). 43g.

Note: Although the technical details of the N64 are nearly finalised, it is possible that the Australian version may differ in specs and abilities from the data listed above.

Extra Goodies for the 64DD

1. F-zero 64 DD add-on will include a track editor that will allow players to design their own levels. There will also be a multitude of extra tracks and cars on the disk that players can access. You can save your tracks and high scores on your 64DD then take it to your friends place where they can race on your tracks and try to beat your times.

2. There is a clock inside the 64DD that will allow the 64DD to play real time games that will record progress even when the machine is turned off. Great uses for the clock would be war simulations and strategies.

3. Capcom has a Streetfighter title in development for the N64DD. Its name is undecided at the moment, and is the third N64 Capcom title in development after Mega Man 64 and Ghouls and Ghosts 64 which is drawn in full 3D.

4. Ultra Donkey Kong Country is currently in development for the 64DD and is rumoured to be using the N64's 640 by 480 high res mode. Rare are said to be using the Realtime Dynamic Animation (RDA) technique that was used to make the brilliant visuals seen in Diddy Kong Racing.

5. Super Mario RPG 2 will be released on the N64DD. Super Mario RPG was one of the best games ever released on the Super Nintendo, with great fighting scenes, an excellent plot, fun mini-games and amazing graphics. With the power of the 64DD, it just makes you wonder what Nintendo will be able to do with Super Mario RPG 2.

6. There is a new Mario Artist series that will be launched on the 64DD that is similar to Mario Paint, seen on the SNES. The four utilities; Talent, Picture, Polygon and Sound Maker allow users to use and exploit the power of the N64 chipset in making various pictures, demos, sounds and programs for your N64.

Talent Maker allows you to make real 3D characters that are rendered in real time. Furthermore, you can use the capture cartridge to grab a image of your face, which you can then place onto your character on the screen. You can then give your character motion captured movements and watch a miniature version of yourself strut his stuff around the screen.

Picture Maker is basically a N64 version of Mario Paint. Of course, it uses the advanced graphic abilities of the N64 to enable you to create some amazing looking pictures with high end graphical effects like filtering as well as many brush effects. A 3D movie mode is also included with a dinosaur demo to give you some idea of what the program is capable of doing.

Polygon Maker is basically a scaled down version of a 3D studio which would cost many thousands of dollars. It enables you to create a 3D object (car, boat, plane, or just about anything) and view it from any angle.

Sound Maker will allow the user to create their own variety of sound effect or music. You will also be able to use the capture cartridge to record music, or effects, and is rumoured to be compatible with the voice recognition headset allowing you to record your own voice!

The great thing about these Mario Artist programs is that they are all totally compatible with each other, and that you can save anything you've created to the 64DD. The end results are virtually unlimited if effort and time is spent with these programs. You could create your own 3D demo on the N64 that will totally amaze your family and then store it on your 64DD and take it around to your friends place to really amaze them!



Extra tracks on the 64DD for F-Zero. It's just the beginning!



Design your own graphics for games or demos on the 64DD



Make Jurassic park 3 on the 64DD! Making 3D objects will be easy and fun



« This is the capture cart that can be used to grab images and sound for the N64. Video, plus left and right audio sockets are on this cart, so you can plug it into your stereo to record music for your own demos and games!

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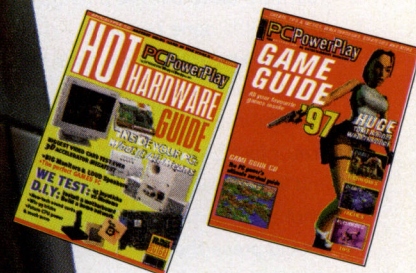
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DiddyKong Racing

Playguide Part One

Firstly, let me congratulate you on your purchase of DiddyKong, as it is a most excellent game that I enjoy it on a daily basis. If you've got the necessary skill to contort your fingers into the positions and combinations that I will demand then you will soon be guiding your select-ed character to a most triumphant victory.

The basic structure of the "adventure" game that this play guide explains is that there are five worlds. In each there are four races which you must successfully place first in to then challenge the boss. Once beaten he will then open up the Silver coin challenge. This means that you must go back into each of the four races and come first while collecting all eight silver coins. This can be pretty difficult because they are usually placed to the side of the track in difficult spots. Once all four races have been completed in silver coin mode the boss can be challenged again. When you beat him he will give you a part of the Wizpig amulet which you get a quarter of in each of the first four worlds. With the Wizpig amulet complete you are deemed to be worthy of challenging Wizpig. There is also a key located in each world that gives you access to the bonus levels. The point of these bonus levels is to give you pieces of the Time Trial amulet which you need for later. There is also a trophy challenge in each world which is nut-bustingly difficult. If this is all sounding too complicated, don't worry because you don't need to do it all in each world before you can move onto the next world. It is recommended that you only do the four races, the boss and the silver coin challenges before moving on. The rest can be done later when you've got a better handle on the game.

Basic Tips

1. Turbo Start: Like many other Nintendo racers there is a turbo start that can get you off to an early lead. Simply press the accelerator button as close as you can to the instant before the announcer says "GO". You will get pink flames if you were close but the stronger blue flames are given if it is done perfectly.

2. Zippers: When you pass through a zipper (the red and yellow things that are either on the track or in the air) take your finger off the accelerator just before you pass through the zipper and leave it off until the turbo flame turns into smoke. As soon as the flame turns to smoke you should press the accelerator again. This is one of the most important techniques to master because it makes the turbos last longer. There are also two types of turbo flame that can be used. The normal turbo flame is pink in colour, but there are also green turbo flames which are more powerful. To get green flames the accelerator must be released as close as possible to the

instant before you pass through a zipper. This technique can be used for turbo balloons as well. Simply release the accelerator just before you press the trigger and don't accelerate until the turbo has turned to smoke, just like the zippers.

3. Cornering: There are two basic types of sharp cornering offered in DiddyKong. By lightly tapping the brake (while still holding the accelerator) you can swing the kart or plane around corners much more sharply. This is also very useful for swinging yourself onto zippers that are a little difficult to get. Please note that the hover craft corners extremely well and you should not need to apply the brakes when cornering with it.

The second degree of cornering is to hold accelerator, brake and the skid button (the right shoulder button). By doing this the kart will lift up onto two wheels and corner like it's on rails. This two wheel turning is also good for performing tight u-turns if you miss a silver coin or something. Note that although the three button cornering technique will work for the plane and the hovercraft, you rarely need to corner so sharply. The best way to corner with these vehicles is just to use the accelerator and the skid button. With the plane this technique means that more smoke will be made by the tips of your wings and you can corner faster and more sharply left and right, as well as up and down. With the hovercraft the skid button will make you hop and then corner better (although I didn't find that this technique was essential for the hovercraft levels).

4. Speed: In order to maintain a high speed try to drive as straight as possible, cornering only when necessary. This means that when you are coming around corners don't over corner because you will lose speed having to straighten back up. It goes without saying that you should try to never stray from the track onto grass or thick snow because you travel much faster on the road (unless you're in the hovercraft which travels at equal speeds over all surfaces).

5. Bananas: These are not essential but they are useful and should be collected if they are not far out of your way. Each one increases your speed slightly up to a maximum of ten bananas.

6. Silver coin game plan: For some weird reason in DiddyKong it is much easier to keep a good position, than to try to gain places. Therefore it is best to use the first lap to get into first place, or as near as you can get. The second and third laps can then be used to get the coins. If you try to get the coins first you will end up in a bad position. Trust me, you'd have a better chance of winning the lotto with only one number on your ticket than making it back into first from eighth.

Dino Domain

The first world should be found easily since it's straight up the yellow path. **[1]**

Ancient Lake [2]

Ancient Lake is so easy that anyone that can't complete it within a couple of minutes should send a picture of themselves into the magazine so that we can all point and laugh. It's a simple oval with the left side pushed in a bit. The curves are generous, and despite the large, roaming dinosaur there should be nothing between you and first place.

Silver coin positions

1. Dead ahead on the first hill, can't miss it
2. On the next big turn soon after the first
3. On the next big turn soon after the second
4. On the next big turn soon after the third
5. On the next turn with the trees and a lot of bananas, just after the... zipper
6. On the last big turn near the dinosaur
7. On the last big turn soon after the sixth
8. Between two bananas on the last stretch **[3]**

Location of Key: There are keys hidden in one of the courses in each world. They unlock the bonus levels. To find it, follow the course for a short bit until you see some rock formations to the right. It's only a few seconds from the starting line. It'll be on a ramp, with the Rare logo imprinted on it. **[4]**

Fossil Canyon [5]

Unlike Ancient Lake, Fossil Canyon has a shortcut. Aim straight towards the beach when you go over the 2nd zipper, and you should hit another zipper that'll turbo boost you over the pond. Then use the turbo boost in the tunnel, take either path towards the end (the bottom one is shorter, but the top one has turbo balloons), and it should be no trouble.

Silver coin positions

1. To the right of the first zipper
2. On the inside of the next turn
3. Right after the next zipper
4. On the beach after the pond
5. Right after the next zipper
6. Between the next two bananas, in front of the hill
7. At the beginning of the right path
8. At the end of the left path **[6]**

Jungle Falls [7]

There is a zipper off to the edge of a wall after the first turn, and one shortly after. Using those and the balloons on the bridge, you should come to the zipper after the tunnel rather quickly, use it that one and then aim directly for the open mouth of the skeleton. In there is one last zipper, that should carry you over the finish line.

Silver coin positions

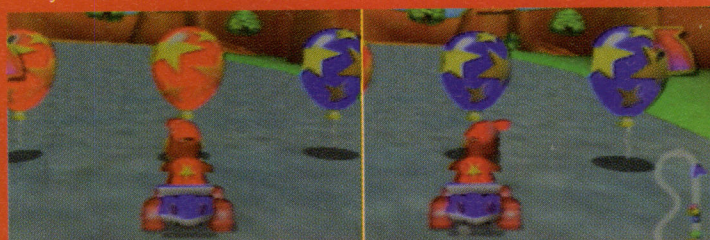
1. Right in front of the starting line



Balloons

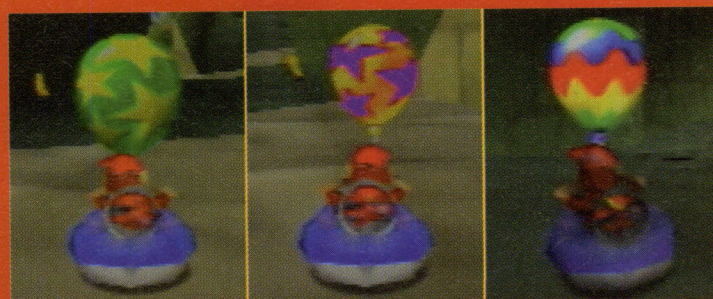
All balloons have three levels of power. Each type can be increased in power three times by passing over the same coloured balloons.

RED: *Level one* - a single unguided missile which fires dead straight. *Level two* - a single guided missile which will get the closest racer in direct sight. Be careful because if there's a wall or other obstacle between you and the target it will be wiped out on the obstacle. Make sure you have a clear shot. A good way to do this is to hold the trigger without releasing it. By doing this a missile lock in the form of a cross on their arse will mean they will be nailed if the trigger is released. *Level three* - ten missiles that are not guided, but are nonetheless cool because you can spray targets with a mass of missiles. The second level is the best one to use because of its ability to lock onto and nail racers no matter how much they move.



BLUE: *Level one* - a regular turbo boost. *Level two* - a super turbo boost. *Level three* - the ultimate turbo boost. Let this rip and you can feel the g's rip into you as the scenery screams past in a blur. Unfortunately, because level three can be a bit difficult to use well (you normally get sent straight into a wall) it is not worth saving the turbos up. It's recommended to simply use level one turbos whenever you get them.

GREEN: *Level one* - an oil slick that sends the racer skidding in circles. *Level two* - a mine that sends the racer flying. *Level three* - a bubble that lifts the racer up and holds them for an extremely annoying delay. It is best to drop these just before zippers because this is one spot where you can be sure the other racers will stumble over them. Naturally if someone is right behind you and you've got one then it wouldn't be a bad idea to drop it.



YELLOW WITH PURPLE STARS: *Level one* - a shield that surrounds you and makes anyone you touch skid off out of control. *Level two and three* - just lasts longer.

RAINBOW COLOURED STRIPES: *Level one* - pulls you toward anyone in a clear line in front of you. This is best used like the guided missile because if you hold the trigger then anyone in range will have a cross appear on their butt signalling you to release the trigger. *Level two and three* - are just stronger.

So what's the best: Well, in short the missiles and turbos are heaps better than the others which are of limited use. The best technique is to go for missiles mostly so you can blast the crap out of any racers in front of you. This doesn't mean you avoid the other power-ups, use them when you get them. It just means that if you are presented with a choice between balloons go for red when you can. Then once you are in first place concentrate on turbos so that you can keep your lead because missiles are fairly pointless if there's no-one in front of you to shoot.

Characters

LIGHTWEIGHTS — These two characters are easily the best to use because their high acceleration means that they are the quickest characters to use. So pick which one you like the best and go for it.

PIPSY: Despite being vulnerable to being pushed around by the big boys, recovers quickly and she's great in any vehicle.

Acceleration: HIGH **Weight:** LIGHT
Handling: EXCELLENT **Top Speed:** MEDIUM
Skill Level: NOVICES



TIP TUP:

Despite having a painful childhood involving many hurtful insults because of his name's similarity to a popular brand of sliced bread, is pretty much the same as Pipsy. Except he doesn't have the high pitched voice or girlie ribbons, and so is my personal favourite.

Acceleration: High **Weight:** Light
Handling: Excellent **Top Speed:** Medium
Skill Level: Novices



MIDDLEWEIGHTS — These guys aren't bad, there just not as good as the lightweights.

DIDDY: The star of the game, Diddy is good in everything, but doesn't excel in any one category. He's well rounded, and good for any vehicle.



Acceleration: AVERAGE **Weight:** MEDIUM
Handling: GOOD **Top Speed:** MEDIUM
Skill level: INTERMEDIATE

2. To the left at the end of the next large turn
3. In front of the pond
4. On the bridge above the pond
5. To the left right after the bridge
6. Right after the next zipper
7. Right in front of the zipper in the skull
8. To the left on the last turn [8]

PS. at this point you will have to get a gold balloon from one of the spots outside so that you have enough to get into hot top.

Hot Top Volcano [9]

Take the left most path at the beginning, and just use the balloons and zippers to your advantage. Avoid the roaming dinosaur again (if he gets in your way fly over him), and use the two zippers to win.

Shortcut! - just after the two parallel paths at the start is a thin gap off to the right in the next room. Take this and you can gain some time. [10]

Silver coin positions

1. To the right of the large, tall, pointy rock near the beginning
2. At the exit of the first tunnel on the left
3. Between two red balloons on the left
4. At the top of the next hill
5. Above the next land bridge
6. The entrance of the next tunnel
7. In the next zipper
8. In the last zipper [11]

Triceratops [12]

Racing the boss takes place on a spiraling mountain. The best thing to do is get a blue turbo boost at the start and to stick relatively close to the mountain wall to avoid trees, falling rock pillars (the 2nd time around), and avoid the rolling boulder at the beginning. However, you should get both the red balloons at the start so you can hit him with the guided missile. It is too risky to try and hit him with the unguided ones. When you get to the narrow sections of the mountain path the guided missiles will keep winding around till they get him even if he is off screen. Also use any blue balloons for single turbos. You'll also want to stay to a side of the triceratops to avoid being trampled on. When you get to the point where there's the first rock formation that hangs over the path with a blue balloon to the outer edge, you should notice some plants coming out of the mountain wall. Turn sharply into it, and you'll have found a shortcut. It's a tunnel that goes right through the mountain. The first time you challenge him there will be a zipper along to one side, the second time you'll have to conserve a blue balloon to get speed going up the steep incline otherwise it won't be such a good short cut. When you come out, turn sharply back onto the course so you don't fall, and then just work your way up and avoid the trees. If you miss the shortcut, you can still win, you'll just have to be very careful to avoid any obstacles. When you

come to the dip where a rock rolls over you, collect the blue balloon and immediately use it to give you a better lead. Then work your way up to first place, but be very careful of the trees at the end of the path, if you hit them they will slow you down heaps.

Bonus key level [13] [14]

This can be a bit tricky. There are some eggs in the middle pool of lava that you can collect by flying through them. Then you have to take them back to your nest (press trigger above your nest to drop them) and hope they don't get stolen for the few seconds it takes them to hatch. Ignore all the power-ups around and just keep grabbing eggs from the middle pool. If there are no eggs in there you can wait for some to appear. Or, if your feeling brave you can try to nick some from other player's nests. In no time you should have three hatched eggs, and a piece of the time trail amulet.

Trophy Challenge

There's no real tips for this just practice what I've told you and keep trying until you get gold. You don't have to come first in every race, just have the most points at the end.

Vehicle Challenge - Car

The genie should challenge you to a race about now. Follow the nintendo flags and stick to the circular yellow track for an easy balloon.

SnowflakeMountain

Located with the plane by flying through the tunnel of to the right of the first world into a snowy area. [15]

Everfrost Peak [16]

Get a good start by immediately taking a sharp left so that you can collect the turbo balloon between the wall and the tree. Use all the zippers, then after you come out of the tunnel take the left path because there are two blue balloons right there (however, to get the second one you will have to push the plane down quickly after collecting the first one - use the shoulder button). If you want to be really tricky, the zippers that are on the ground (not the circular ones in the air) can also be used by the plane if you get really low to the ground. The ground zipper just before the finish line, under the snowy overpass, is great for screaming into first at the last moment.

Silver coin positions

1. Straight ahead of you, in front of a tree
2. Right after the next zipper
3. On the right island in front of the rainbow balloon
4. On the right island behind the rainbow balloon
5. Above the first land bridge
6. In the air at the end of the tunnel
7. Above the next land bridge [17]
8. Below the same land bridge [18]



BUMPER: Despite his heavy looks, Bumper is well rounded, but his handling doesn't feel as tight as some of the others, like Diddy.



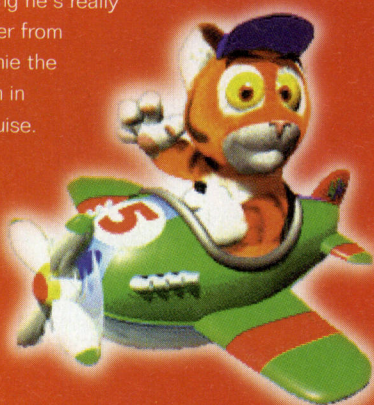
Acceleration: MEDIUM **Weight:** MEDIUM
Handling: GOOD **Top Speed:** MEDIUM
Skill Level: INTERMEDIATE-ADVANCED

CONKER: is probably the one of the better characters in the middleweight group. All her skills seem a little better than the rest, and she isn't as likely to get pushed around.



Acceleration: MEDIUM **Weight:** MEDIUM
Handling: GOOD **Top Speed:** MEDIUM
Skill Level: INTERMEDIATE-ADVANCED

TIMBER: like all the other middleweights, is well rounded, but he seems to have a slight advantage worked in but I just can't shake the feeling he's really Tigger from Winnie the Pooh in disguise.



Acceleration: MEDIUM **Weight:** MEDIUM
Handling: GOOD **Top Speed:** MEDIUM
Skill Level: INTERMEDIATE-ADVANCED

Walrus Cove [19]

Collect the blue balloon before the loop, and use as soon as you get it to increase your lead. After the tunnel, hit the zipper on the right side of the snow-covered bridge and then follow up with the one on the left side. After the next tunnel, use the zipper to pull ahead. When it comes to the split paths, take the left one. While riskier, it's in fact quicker and by maintaining a straight line you can gain some major ground. Otherwise, take the right, and collect one of the missiles and line it up on the straight just before the finish line. On the harder races this is essential because if done correctly it gets you a better position each lap.

Silver coin positions

1. Right before the loop
2. To the left after the entrance of the next tunnel
3. To the left before entrance of the next tunnel [20]
4. To the right, at the end of the same tunnel
5. After the 2 purple balloons and 2 blue balloons
6. To the right on the large pile of snow [21]
7. To the right on the next snow/sandbar
8. On the left path (towards the end of the course)

Snowball Valley [22]

Very early on the course splits, try them both and pick the one you like. The right path is easier to get the hang of, and is probably best at first. However, the left path may be better once you try the later challenges. There are two turbos in the left path, use the first one and save the second. No matter which path you pick there is a zipper immediately off to the right after they rejoin. This is where the advantage of the left path comes from. Line yourself up behind the zipper so that you are aimed at the left side of the underpass just ahead. Hit your turbo saved from earlier a few metres before the zipper. The double turbo will send you flying into the left wall and bounce you safely over the snowballs. However, this is quite difficult and is only necessary to try for the silver coin and trophy races.

Silver coin positions

1. Just after the starting line
2. At the beginning of the left path
3. To the left at the end of the right path
4. To the right after both paths [23]
5. In between the next two purple balloons [24]
6. To the left in the valley
7. To the right in the valley
8. To the left on the final turn

Location of Key: Right at the beginning, head left. Go along a space between the two mountains and to the right will be the key. [25]

Frosty Village [26]

Hit the zipper after the first tunnel to fly over the hills, then use the one in the tunnel after the houses (you may have to brake during your turn to hit it). The next few zippers are easy, but there is a tricky one just after the underpass before the finish, you will need to pull a sharp right to get it.

Silver Coins

1. To the left at the beginning
2. Under the left arch [27]
3. Under the right arch
4. In front of the middle house [28]
5. After the next zipper
6. To the left after the next zipper
7. To the left on the next large turn
8. To the left on the last turn, almost in the water

Boss 2: Walrus

The walrus is a pretty easy boss to beat. The two tunnels are good spots to gain ground on him. Learn their turns, so that you don't ride up the sides. Remember to turn gradually, since you're in the hovercraft. Don't be tempted by the power-ups of to the sides. They are more trouble than they are worth. Just coast down the middle of the road, collecting any in your way and victory will be yours.

Bonus key level [29]

The aim of this game is simply to be the last racer left alive. Forget the mines, they're pretty useless. Always collect two missiles in a row then simply use the guided ones to nail the opposition. If you feel tough you can go around hunting them. However, a sneaky way, if you are having any trouble, is to wait in a corner somewhere letting them shoot each other. You can use your guided missiles on anyone that comes into your spot, and very soon you'll be laughing all the way to the T.T Amulet bank.

Trophy challenge

This is the hardest of the first four trophy challenges, so it's not recommended to bother with it early. Leave it till your feeling a bit harder.

Vehicle Challenge - hovercraft [30]

The genie will challenge you to a hover race down the river. The key is to follow the Nintendo flags. The path starts on the water beneath the bridge to the first world. Then it snakes under the rocks behind the last waterfall. Follow the river out into the ocean, then drive straight ahead until you hit the beach. Here you have to make a tricky right turn back into the main area. Practice this corner because you can use it to gain a lot of time.

Vehicle Challenge - plane

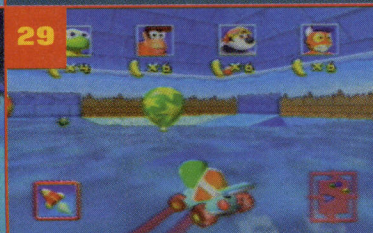
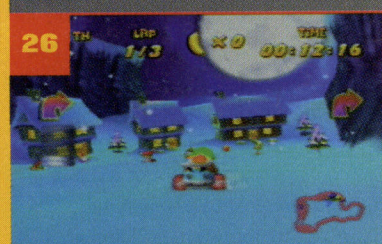
The plane challenge follows exactly the same path except it takes the high tunnel, instead of the one behind the waterfall. Similarly, the last corner is the one that you will need to practice.

Sherbert Island

This world is located out in the ocean on the small island. [31]

Whale Bay [32]

Get a good start, and cut over the sandbars. Use all the zippers and the shortcut. To get to the shortcut,



HEAVYWEIGHTS — Let's face it the only way these characters are good is if you enjoy using guys whose acceleration is so crap that the others have finished the race before they even get up to their top speed. Aaaaaarrggghhh I hate them.

BANJO:

Despite his poor acceleration, Banjo can throw his weight around, and his handling is better than that of Krunch.

Great for the plane.

Acceleration: LOW

Handling: GOOD

Skill Level: ADVANCED



Weight: HEAVY

Top Speed: HIGH

KRUNCH:

He may have a rather unfortunate name but for those who like a challenge,

Krunch is the racer for you.

His handling is sluggish and he

has low acceleration, but it's

best to make advantage of his weight and top speed...if you can. I must say though that if you can you're a better man than me.

Acceleration: LOW

Weight: HEAVY

Handling: DIFFICULT

Top Speed: HIGH

Skill Level: ADVANCED



DRUMSTICK:

The "most experienced racer", Drumstick isn't the best. He lies somewhere between the middleweights and heavyweights. His handling is what holds him down, but if you can get past it, he can prove quite useful.



Acceleration: HIGH

Weight: MEDIUM

Handling: DIFFICULT

Top Speed: HIGH

Skill Level: INTERMEDIATE-ADVANCED

head straight on for the side of the ship when it comes into view. Just when you're about to hit it, a whale will appear out of the water. Ride its back as a ramp and push the shoulder button to hop onto the ship. There is also a magnet balloon so you can catch up to whoever is in front of you. **[33]**

Silver coin positions

1. Directly in front of the first zipper
2. Right in front of the first balloons
3. Right after the same balloons
4. Right in front on the next zipper
5. Go straight after the same zipper
6. In an alcove by the ship **[34]**
7. Right before the next zipper
8. Right before the finish line

Crescent island **[35]**

Just after the start, take the outer path, to the left, where the two zippers are. Then use the zipper that's along the left rail a little bit further down. When you come to the ship use the lower path and when you make the U-turn, use your brakes to save time. After the last zipper, while coming out of the tunnel, if you make a sharp turn and use your brakes, you can cut between the wall and the large rock formation that's just before the finish line **[36]**. It's a shortcut of sorts and will save time, but it can be tricky so the other way may be better depending on your skills.

Silver coin positions

1. At the beginning of the left path
2. In the right path
3. At the end of the left path
4. Behind a tree on the right
5. To the left before the ship
6. In the air after the ramp on the right **[37]**
7. To the left before the cave
8. To the right of the hourglass shaped rock (in the shortcut at the end)

Location of the key: When the path splits into two at the beginning, take the outer one like you normally would, but when you get to the end of the path where it goes back onto the main course, head straight into the water. Head for the large rock formation ahead, and in the side of it will be the key. **[38]**

Pirate Lagoon

Nab a blue balloon in the beginning on one of the small islands and use the zipper just after. After the very sharp left turn, use the zipper, and the turbo boost. Turn gradually into the tunnel and use the zipper after the exit. When you make the last U-turn into the final stretch, use the zipper to take the shortcut. Go through the zipper, and head for the ramp that will launch you over the large, concrete bar **[39]**. You must hit the zipper to have enough speed, and remember to be turning left in the air to land in the right direction.

Silver coin positions

1. To the left of the first sandbar/ramp

2. Between 4 little islands
3. In front of the next sandbar
4. In front of the castle wall **[40]**
5. To the left on the turn after the tunnel
6. To the right on the next turn
7. To the right on the next turn **[41]**
8. To the left before the finish line

Treasure Caves **[42]**

Not a hard course by any means so just take it easy and enjoy the cool graphics. Collect the bananas that are lined up at the beginning on both sides and use the zipper. Grab a blue balloon at the top of the hill (you can use it whenever), get some more bananas when coming down, and use the zipper. When you get to the sunken ships area. Then grab the last few bananas in the ltunnel with lights, and use the final zipper to the end.

Silver coin positions

1. To the left in front of the starting line
2. To the right on the next turn **[43]**
3. To the right of the exit from the cave **[44]**
4. In front of the next zipper
5. To the right in the cave
6. To the left in the cave
7. To the left at the exit
8. To the right at the exit of the cave

Boss 3:Octopus **[45]**

Make sure you get rid of anything breakable in the room because this guy is really difficult. The first time he'll leave behind mines, the second time bubbles. You'll have to get a good head start and learn his patterns. If you come across a log, try hopping over it. Power ups are the key to beating this guy. There is a missile balloon to the right of the first underpass, but the rest are in plain sight. Like the Triceratops, it is best to get two reds in a row because the guided missiles will keep going until they get him. Use the turbo balloons unless they are in the way of getting two reds in a row. For this reason it is best to plan your power-ups. A good combination is to get the first red on the right, miss the blue on the right, then get the second red on the left corner of the tunnel and let it rip. Then use the blue in between the trees and the last two reds on the islands before the finish line. It goes without saying that you should concentrate on blues if you get ahead of him. Good luck, you'll need it.

Bonus key level

This bonus level is exactly the same as the last one. Simply collect reds, then pick a spot and wait or do it Rambo style.

Trophy challenge

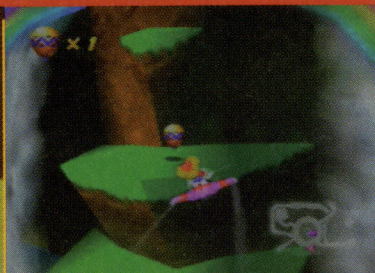
The trophy race in this world is a total cake walk and anyone that can't do it should give their Nintendo away to charity, and hang their head in shame. Better yet, send it in to me at post box triple something.

The Four Free Balloons

There are four balloons located around the environment. You don't need to look for all of them straight away.



1. Right up the yellow path



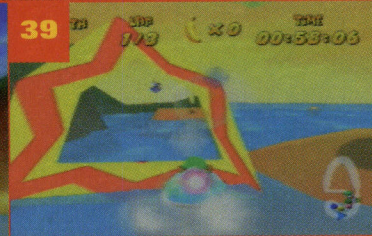
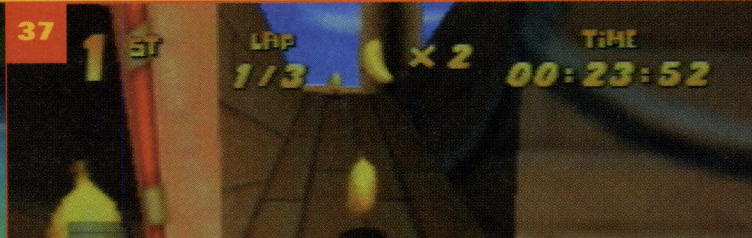
2. Up on top of one of the grassy platforms to the left of the yellow path (use the plane)



3. Out in the ocean, hang a left from the main area down a stream that will lead to a beach with a lighthouse. Keep following the coast to the left until you see it.



4. Follow the river downstream from the snow area outside world two. You will follow a straight river and just before the river ducks under a huge log it's on a platform up on the right amongst some trees.



Well that's all your going to get from this issue. Anyone that gets past where I'm up to, doesn't need my help. The rest of you will have to wait until next issue in which I'll tell you how to give wizzig a good thrashing and beat the last two worlds. There might even be some bonus characters and a two player adventure game if your lucky.

CONTINUED NEXT ISSUE

Goldeneye

Playguide *Part Two*

Level 11:

St Petersburg Military Archives

MISSION OBJECTIVES

1. Escape from interrogation room (*easy, medium, hard*)
2. Find Natalya (*easy, medium, hard*)
3. Recover helicopter black box (*medium, hard*)
4. Escape with Natalya (*easy, medium, hard*)

You start here in a room, unarmed, with two guards watching over you. On the table in front is a gun and cartridge [1]. Now, here you can decide to do two things. Firstly, you can get the gun and shoot the guards and secondly, you can choose to kill them unarmed. Unarmed combat is highly recommended at the start of the level because using the guns WILL bring a unlimited supply of enemy soldiers. All soldiers that you initially encounter should be quickly rushed up to and punched to buggery, because at close range Bond is hard to hit by enemy fire.

So, take out the two guards in the room, pick up the gun and ammo and leave the room. Once outside the door, turn right and take out the guard while using the crates to remain unseen. Now turn back and enter the door opposite the room you started in. There is another guard in this room who is off to the right behind the crates and a body armour is in the room as well. Exit the door you came in and go up the stairs at the end of the corridor. Take a right at the T-junction while watching out for the occasional guard in the corridor. Remember not to use your guns as this will only alert more guards. Now, inside the room ahead is the building's security staff. Once you kill these buggers [2] NO MORE extra guards will appear in the building, and that means you can start blazing away with your guns. So enter and run up beside each one quickly and punch them to death. You will take a few hits here, but don't worry. Now you'll have two Dostolover guns to put holes in your enemies. Leave the room and patrol the surrounding corridors and take out any guards that you see. At the end of the long corridor is another door which will take you through to the main room in the building. In this area you'll find at least four guards patrolling, so sneak around behind the bookshelves and take 'em out. To your left you'll see another door which you should enter. Again, another four or so guards await. Kill them quickly. There are two doors on the left side of this room, enter the smaller of the two. Inside will be two guards and Natalya. Kill the guard to the right, then move around and take out the other while

being careful not to shoot Natalya [3]. If, by some chance, Natalya nicks off, she'll be up in the attic, which you can access by the stairs in the room you just left.

Now go back to the main room in the building and down the stairs in the center of the room. Take the door at the top-left of the room and the door immediately on its left. Now go through the next door to your right and go up the corridor and go through the next door on your right. Inside will be Mishkin, so don't shoot him [4]. He will give you the key to the safe behind him, in which you will find the helicopter's black box. Now leave the room, turn left and go up the corridor and through the door. In the next room will be some windows. Shoot the first one out and jump through to finish the level [5].

Level 12:

St Petersburg Streets

MISSION OBJECTIVES

1. Contact Valentin (*medium, hard*)
2. Pursue Ourmurov and Natalya (*easy, medium, hard*)
3. Minimise civilian casualties (*easy, medium, hard*)

This is the second level where you get to use the tank and run over lots of baddies in the process... cool.

Start walking up the alley and off to your left. Two soldiers are here-kill 'em. Move forward into the courtyard where the tank and three more soldiers are. Kill the soldiers. If you're on the easy level you can just get in the tank but on medium and hard you must contact Valentin. To find him Turn right and go out of the courtyard and then turn left and head up the alley. You will find about five soldiers in this alley before you come to a doorway in a building on your left. Enter here to find Valentin [6]. Talk to him and then when he leaves follow him back to the courtyard with the tank. Now Valentin should have contacted his goons and added another 2 1/2 minutes to your timer. Now, get in the tank [7] and prepare to squash some butt-heads. When your in the tank follow this path: go straight and then take a right at the intersection. Continue along until you come to another intersection and proceed straight through it. At the next intersection take a left and then a right at the one after it. You'll have to watch out for civilians wearing brown clothes, as it's important not to kill them. There are mines all over the road in some areas so just look for the easiest path through them. When confronted by cars blocking the road, use the tank's gun to blow them to

buggery and clear a path for you [8]. Keep going until you come to another T intersection where you must turn left and proceed straight ahead to finish the level.

Level 13:

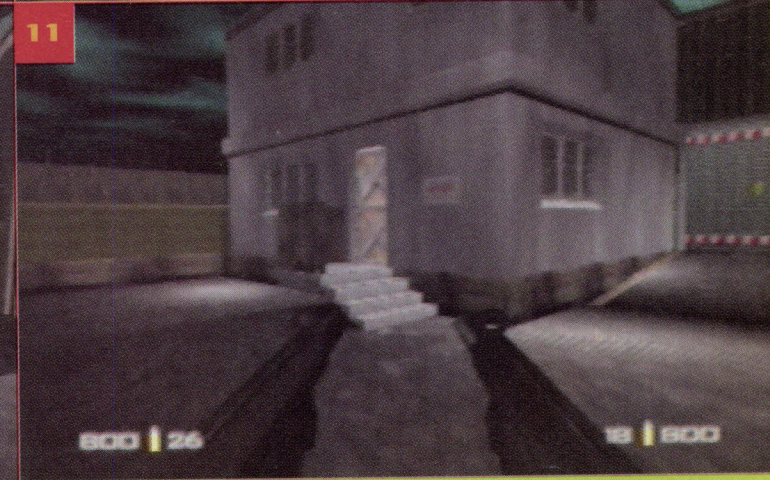
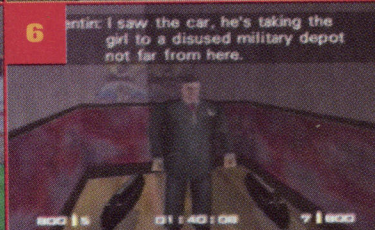
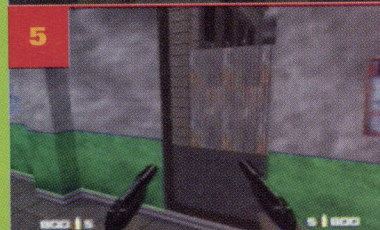
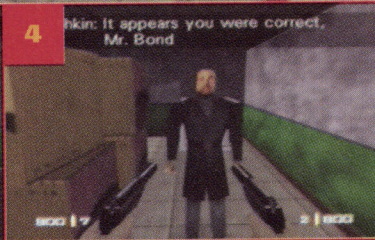
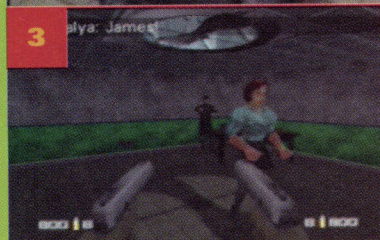
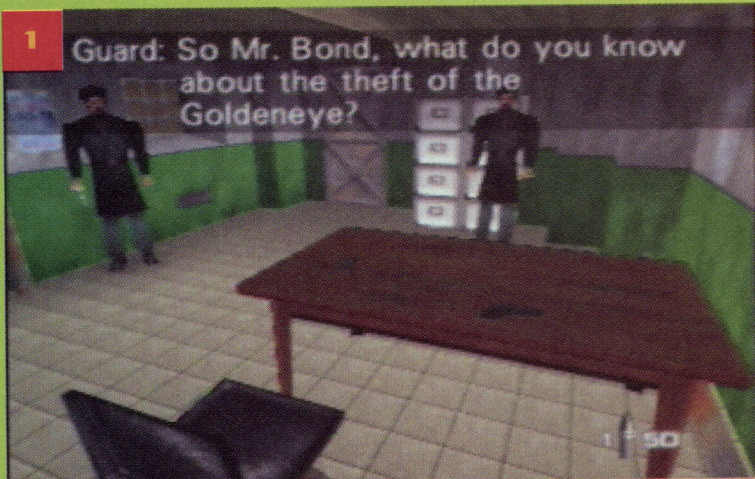
St Petersburg Train depot

MISSION OBJECTIVES

1. Destroy illegal arms cache (*hard*)
2. Destroy computer network (*medium, hard*)
3. Obtain safe key (*medium, hard*)
4. Recover helicopter blueprints (*medium, hard*)
5. Locate Trevelyan's train (*easy, medium, hard*)

Head up around the corner to your right and take out the first baddie on your left. Now, turn left and skim the wall until you come to a wire fence gate. Go through this gate and go straight ahead and through another opening. Turn left here and keep going left until you get to the second warehouse door on your left. Inside you will find about four guards and heaps on ammo including a rocket launcher [9]. Kill the guards and collect everything you can. Now go up onto the bridge in the warehouse and use a rocket launcher to destroy all the crates to complete mission objective 1. Now that you've made a racket everyone and their dog knows your here so expect guards to pop up everywhere.

Now exit the warehouse, turn left and go straight ahead until you see and warehouse with BXOII on the front of it [10]. There are at least three guards inside which you'll have to kill immediately after opening the door. Go inside but don't go past the crates. On the left of the crates, at the far side of the warehouse, is a remote machine gun that fires as soon as it sees you. Use the right shift button to edge out and shoot it with the other rocket launcher. Now destroy the rest of the computer crap in the room to complete the second objective. On one of the tables is the safe key that you'll need to collect for objective three. Exit the warehouse, take a left and proceed past two huge crates before taking another left. Right at the end of this huge clearing is a building with a few steps at the front of it [11]. Enter this building, go up the stairs and get the blueprints out of the safe to complete objective four. Now go through the door at the top of the stairs, go down the new set of stairs and open the garage door. Here you will see the train. Go up to the cartridge with the yellow stripes on it and open the door, kill the two guards and enter the train to finish the level.



Level 14:**St Petersburg Train****MISSION OBJECTIVES**

1. Destroy brake units (*easy, medium, hard*)
2. Rescue Natalya (*easy, medium, hard*)
3. Locate Janus' secret base (*medium, hard*)
4. Crack Boris' password (*medium, hard*)
5. Escape to safety (*easy, medium, hard*)

This level takes place inside a train, and as such doesn't allow much room to avoid enemy fire. On later levels it's quite difficult and will involve lots of practice to complete successfully.

The most important thing is to remember to keep moving in the early sections of the train, as standing still will often cause enemy fire to hit the crates near you, with their explosion causing much more damage than bullets ever will. In the first carriage familiarise yourself with the look and position of the brake unit, as you will have to find one of these on each carriage and destroy it. After the first two carriages you'll come to a coach section where lots of guards will pop out of the passenger compartments **[121]**. A tip is to constantly fire down the hallway, as you'll never be short on ammo, with all enemies dropping some when they die. In the next carriage you'll come across some of the tough security guards with two guns. When you've polished off one make sure you switch to double guns to make sure you kick ass even quicker. The last carriage will have padded metallic walls, and in this carriage will be the last brake unit. Once it's destroyed you should hear a screeching sound of the brakes stopping the train. If you don't hear that sound and see 'objective A completed' appear on the screen then double back through the carriages and look for the other brake units. Now, get ready for a few security guards to come your way very quickly. Once you have killed them move into the next section of the carriage where you will find Janus and Natalya. DO NOT move too close to them **[131]**. Quickly take out Ourmorov with a single shot to the head (he is the one holding Natalya). Now turn around immediately and look at the metal plate and the back of the carriage on the floor. You can either blast away at the bolts that hold it to the floor with your machine gun, or use the laser watch to take the bolts off. Meanwhile Natalya will hack into the computer and discover the location of Janus base. The timer will run down to about 5 seconds before the bomb blows when Natalya will crack Boris' code. DO NOT leave the train before then as Natalya will follow and the mission will be a failure. As soon as she cracks the code exit the train and take out the goons on your left IMMEDIATELY (*hard level*). Quickly move away

from the Train off to the right, so Natalya will follow you and escape to finish the mission.

Level 15:**Cuban Jungle****MISSION OBJECTIVES**

1. Destroy drone guns (*easy, medium, hard*)
2. Eliminate Xenia (*easy, medium, hard*)
3. Blow up ammo dump (*medium, hard*)
4. Escort Natalya to Janus base.

This is one of the best missions in the game as it allows you to use the assault rifle to pick-off your opponents at a distance **[141]**. The only real difficulty in this mission are the drone guns. The trick here is to inch forward, while looking for the drone guns. Use the trees as cover and be sure to pick up all the ammo you can that the baddies leave behind.

Start by walking ahead and killing the first enemy and taking his gun. A short distance ahead will be the first drone gun. Take it out while using the trees for cover. To the left of the drone gun is a body armour hidden in the bushes that you should also pick up. Continue ahead until you reach a guard tower with a drone gun at its base. Destroy the gun and then head off to the right. Soon you will see a rope bridge. Walk to cross it until you hear some music start. This music is a signal that Xenia is coming. Immediately take out a remote mine and place it on the end of the bridge and run and hide. As soon as Xenia steps over the mine detonate it with your watch. This should make killing her a lot easier **[151]**. Once you have done this take the RC-P90 she has left behind. Continue across the bridge, and stop at the bridge's end. Directly ahead on a hill to the left is a drone gun. Take it out with your assault rifle. Proceed forward taking out all guards, until you come to the entrance of a cave. Just ahead in the cave is another drone gun which you'll have to destroy. Now go up the path behind the drone gun. You'll come to a clearing with another two guards and a ladder. Don't go up the ladder, but continue along the path to the right. You'll come to a clearing with some crates and guards. Dispose of them all. Again, proceed forward to another clearing. This section is quite hard as there are heaps of guards that keep reappearing no matter what you do. **[161]**. Around to your left are two more drone guns which you must destroy. Guards ahead hide behind the crates and will continually appear unless you rush them. Practice, as only skill will only see you through here. As mentioned, your best bet may be to rush the guards and make your way up to the elevator where you will now finish the mission **[171]**.

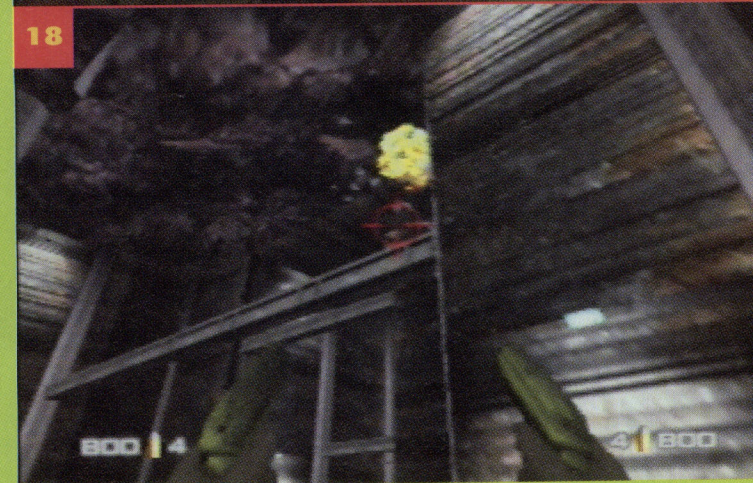
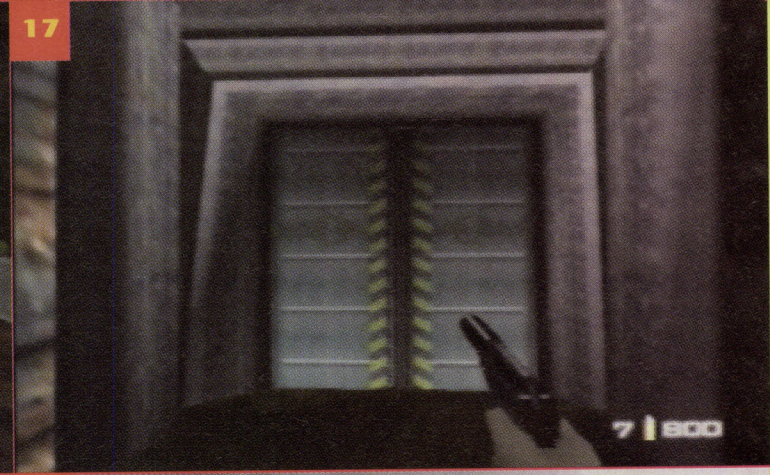
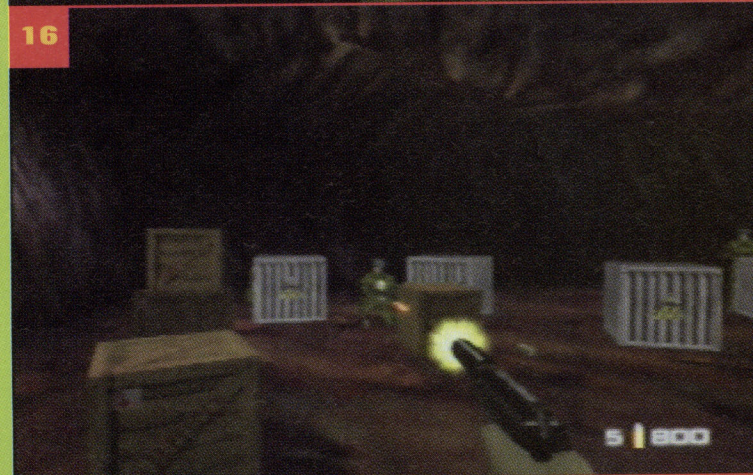
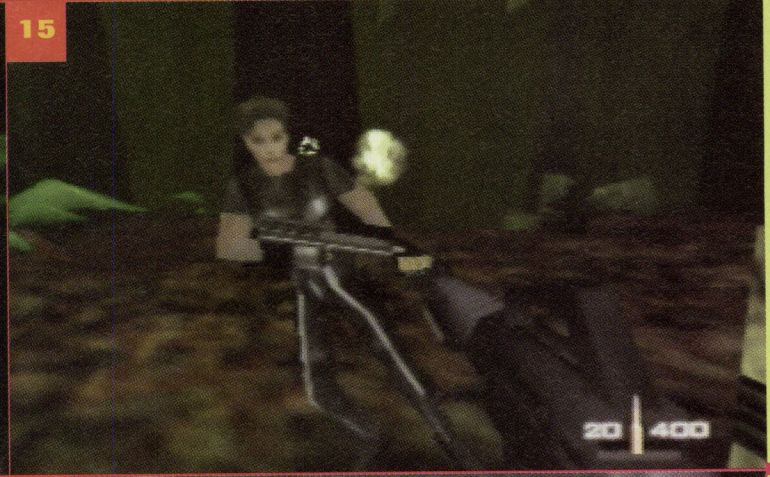
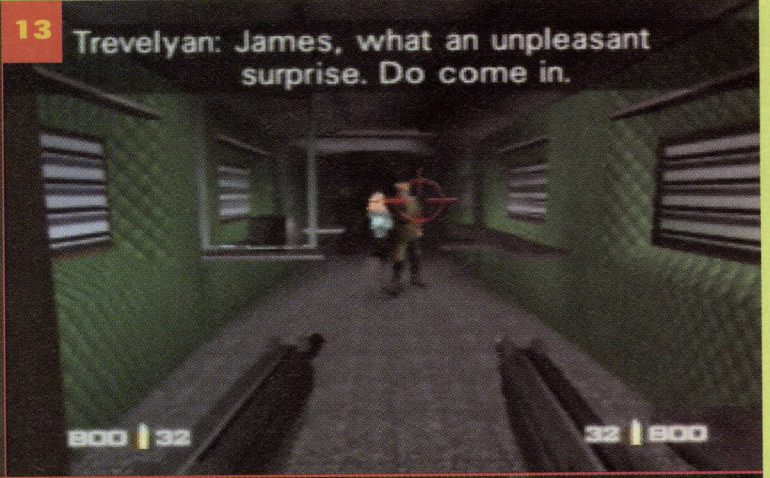
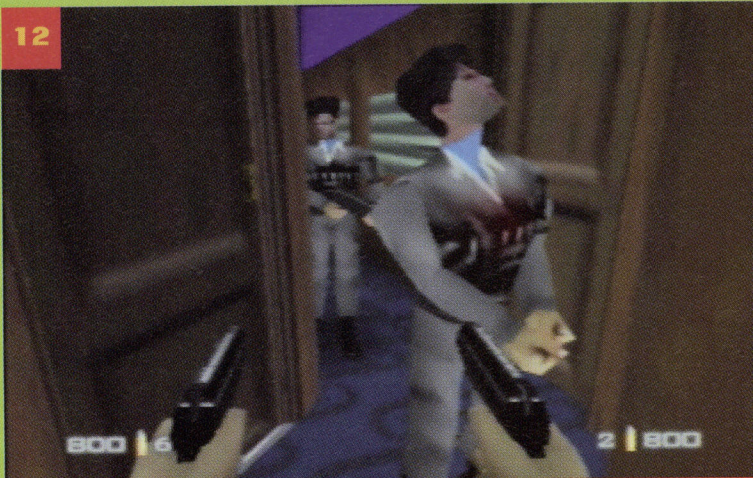
Level 16:**Cuba Control Center****MISSION OBJECTIVES**

1. Protect Natalya (*easy, medium, hard*)
2. Disable Goldeneye satellite (*easy, medium, hard*)
3. Destroy armoured mainframes (*easy, medium, hard*)

This level is probably the hardest in the game. The most difficult part is protecting Natalya when she is under fire from all directions... only a few bullets into her and she packs it in and it's mission over buddy! There are many drone guns throughout the level and the secret to taking them out is to move very slowly when you are trying to get one in your sight. Use the slightest taps on the yellow N64 buttons to move you left or right to take these babies out. Remember that they do a hell of a lot of damage, so don't try and go head-to-head with one of them in a gunfight because you WILL lose.

You start in an elevator. Select your gun and move to the left side of the elevator doors and open them. If you're too close to the center of the doors you should have one of those drone guns painting the elevator's doors with your brains by now, if not, then just inch out and destroy it. As soon as you destroy the gun, exit the elevator and kill the guard on your left. Now, move to the position where he was standing. From here you should be able to see another drone gun. Now, move forward while sticking right up against the left wall and soon you should be able to see another gun above some scaffolding to your right **[181]**. Destroy it and the three guards that will now come into view.

Well that's the last of the guns and scumbag guards in this area, so go back to the elevator and get Natalya then lead her to the computer terminal in the area you were just in. Here Natalya will unlock some blast doors in the opposite direction to the ones next to the computer console. Go and open these doors. Now, ahead you will see a long corridor with a few guards at the end and a room on the right before the end of the corridor. Kill the few guards you can see and then run right down to the end of the corridor and pick up the box of remote mines. There are a few guards hiding behind metal crates in the room off to the right of the corridor who unfortunately have grenades. Stay back at the end of the corridor for a few minutes, and with any luck one of the guards will stupidly throw a grenade and blow himself and a few of his mates to buggery. Your best bet now is to rush around the corner and take them out as quickly as you can to avoid any more grenades that they might throw at you. Once this is done proceed to the top-right side of the room and



enter a large room where you must kill a few more guards. After that, climb the stairs at the other end of the room and stand outside the blue door [19]. On the other side are four guards which will call for some quick handywork with the old rifle if you are to kill them all without taking any damage yourself. Now enter the next room to find Boris standing in the middle of the room. DON'T kill him [20], just wait for him to pull a gun and then he will buzz off. Now plant mines on the two mainframes downstairs and another two upstairs while watching out for any stray guards. On the top level, on the far left side, is a small grate which you can walk through to get a body armour which will certainly come in handy. Now use your watch to blow up the mainframes.

On the far side, on the bottom level of the control room, is a blue door identical to the one you first came through. Inside is another terminal you need to destroy and a few more of those blasted drone guns. Open the door from the side and then quickly walk past its entrance so that the guards inside will see you and come out through the door making them easy prey. Standing on the left side of the door, the first gun will be visible if you ever so slightly edge out to your right. Another gun is on the left hand side at then end of this room. It's quite hard to see and will not fire until you enter the room. After you've destroyed that gun, run into the room and enter the second bay on your left and hide behind the metal crates. Now inch out and destroy the gun that was just trying to blow your ass off. Run across to the bay directly opposite you and repeat this process on the other gun near the room's entrance. Now locate the other mainframe in this room and use another mine to destroy it [21].

Re-enter the main control room and go up to the second level and off to the right side to find a metal door. Open it and walk down the corridor to meet Natalya. She will lead you back to the center of the control room. Now this is the tricky part. In a few seconds guards will enter the room from upstairs and downstairs and try to kill you and Natalya. There's no denying it: this section is bloody hard and will really test the Bond in you. Try and kill all guards until Natalya finishes hacking into the computer [22]. After you've completed this section, turn around and take the door to the left of the first door you came through. It leads to another room with plenty of guards. Take the door straight ahead which leads to a even larger room. Inside this room you must head over to the right and enter a door behind the metal crates. There are plenty of guards in here, so it's up to you if you want to fight it out or just run for the door. Inside the next room is the last mainframe, which you'll also need to destroy. Now re-enter the last room and take the elevator on the far left side of the room to finish the level.

Level 17:

Cuba Water Caverns

MISSION OBJECTIVES

1. Use inlet pump controls (*medium, hard*)
2. Destroy outlet pump controls (*medium, hard*)
3. Destroy master control console (*medium, hard*)
4. Use radio to contact Jack Wade (*hard*)
5. Minimise scientist casualties (*easy, medium, hard*)

As soon as you exit the elevator five or so guards will try and kill you. You should know what to do with them. Follow the path along until you come to a set of stairs that lead down to a scientist and a computer console. Watch out for the guards along the way, as many of them have assault rifles that will do major damage. Blow up the consoles that the scientist were near [23], but be careful not to hit them. Go back up the stairs and continue along the path. You'll come to another set of stairs that lead to another console which you will also have to destroy. Go up the stairs again and continue along the path. Next you'll come to a winding path that circles around a small lake. Follow this all the way to the top, killing all guards as you go. At the top you'll come to a small circular room with about five guards in it. Just open the door and fire a shot and then let them follow you out for easy killing. Continue through this room and along the path until you come to some stairs which you should go down. Turn around at the bottom of the stairs and proceed along until you come to a cave with some lockers in it [24]. Destroy the lockers and then follow the path revealed behind them. This will lead to another room with more guards and another three consoles which you need to destroy to complete objective B. Walk up the stairs in the room, but stop just before the top. To your right above the passage entrance is another of those drone guns and two guards. Lure the guards down the stairs, then edge out and blow the crap out of the drone gun. Be sure to pick up the security card that the guards leave when you kill them. Now go through the door to the left at the top of the stairs and go straight along the path taking out all guards as you go. You will soon come to another door that leads to the radio room. Inside, there are at least three guards standing near radio equipment that you do NOT want to damage (on hard level anyway) [25]. You should have picked up some assault rifles along the way, so use these to zoom in and take out the guards with head-shots. Now go up to the radio on the left and use the B but-

ton to operate it and complete objective D. Now, stand back a good distance and shoot the barrels with your gun to blow up the consoles and complete objective C. Now, in this room will be a large copper door that you can open and proceed through. If it is locked you have missed one of the three security cards (card A, card B, card C) that the guards have dropped, so double back over your tracks and look for it. Go down the passage and then open the copper door on your left. Inside this tunnel are more guards and another two drone guns [26] that can thankfully be picked off without too much trouble. They are mounted on the ceiling and are quite visible from a distance, so use this to your advantage and pick them off before they activate. Keep going onwards to miss 006 yet again, then get in the elevator to finish the level.

Level 18:

Cuba Antenna Cradle

MISSION OBJECTIVES

1. Destroy control console (*easy, medium, hard*)
2. Settle the score with Trevelyan (*easy, medium, hard*)

This, and Level 16 have to be the hardest Levels in the game when played on higher difficulty levels. The guards have the annoying ability to juggle you with shots-meaning that once they initially hit you they can get in three to four more shots before you are able to recover control of Bond. With this in mind, it is incredibly important that you try to not get shot on this level. As it takes place on a open cradle, that consists of many walkways, it is very easy to take out the guards before they get a chance to shoot you. The guards will only fire when they're in a direct line of fire to you: that is when they are on the same walkway etc. So take advantage of this by picking them off long before they get near you, making your task much easier.

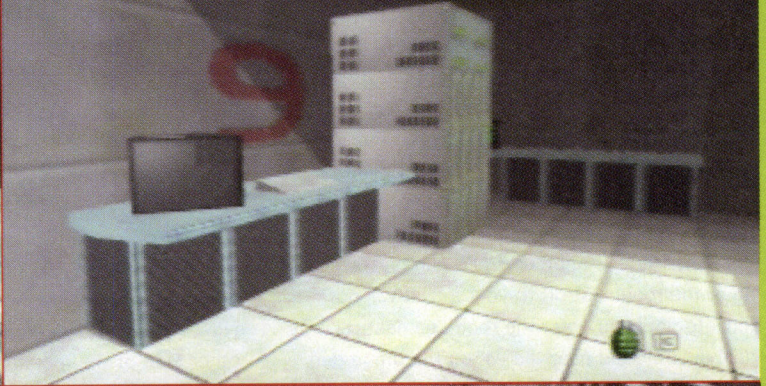
Trevelyan will do his best to loose you on this level, so try your best to stay right on his butt while he is running around the level, pelting as many bullets into his ass as possible.

You start the level on a tower branched off from the main antenna cradle. Immediately turn around and pick up the body armour [27]. Now, turn around and proceed along the cradle walkway. After a short distance, start shooting straight ahead. This is totally necessary as it will hit guards that you can not see yet, but are able to shoot at you if you don't kill them first. Continue up the walkway and pick up the guns they left behind. When you get to a junction immediately turn right and take out the waiting guard. Now take a left and proceed down the

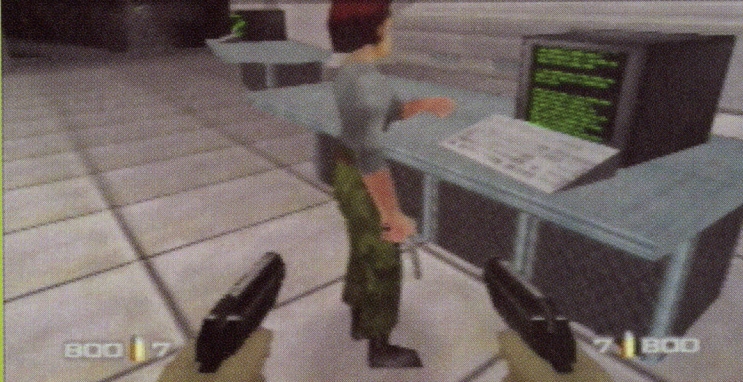
20 Boris: Please don't shoot!
Trevelyan made me do it.



21



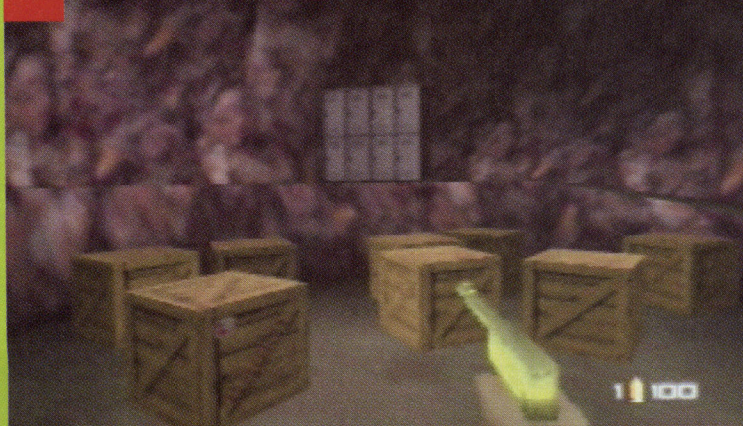
22 Natalya: The Goldeneye is set to fire
on London!



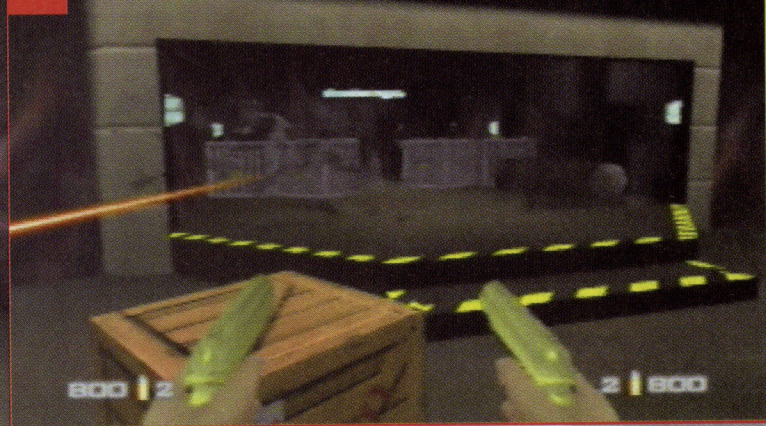
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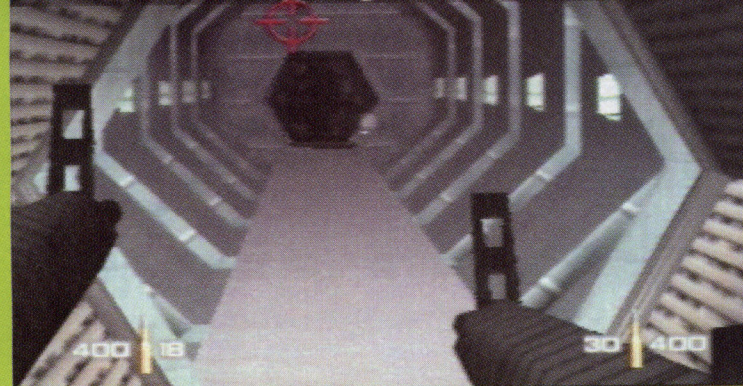
24



25



26 Trevelyan: So slow, James.
... yet again.



27



ramp. If you can see any guards heading towards you kill them before they get to you, as mentioned previously. You'll come to a small set of stairs which will lead you down to a platform. Once on the platform turn left and walk towards the door but stay a good distance from the opening. Just inside the door, mounted on the ceiling, is another of those drone guns. Take it out [281]. Walk to the door and you will see Trevelyan standing in another doorway of the room. Just fire a shot his way and he'll buzz off for the moment. There is another drone gun on the ceiling of the room just off to your left. It will not activate until you enter the room, so destroy it as well. Just around near the where the drone gun was, is the antenna console that you will need to destroy to finish objective A and stop the timer that is counting down [291]. Now once this is done you have to kill Trevelyan. Proceed through the door at the other side of the room and you'll be greeted by a few guards. Trevelyan will be at the bottom of the stairs ahead, so follow him from here and remember to stay as close as possible. At the bottom of the cradle you will see a small staircase leading down to another room. This is where Trevelyan will go when he has enough lead in his butt. If you loose site of him at any time he may be at the top section of the cradle where you first started, so look for him there. Remember to take shots at him from a distance when this happens as he will usually not run until you come close to him.

Once he says "finish the job James, if you can" [30] he will make his way down to the bottom section of the cradle. Follow him down there and then drop down the hole in the small room at the bottom of the small staircase. He will be on the platform below, so finish him off to complete the mission and sit back and watch the end of game credits roll. Well done. [31]

Now you can try to complete the game on the medium and hard levels to open up the two secret levels inside the game. But be warned, it is no easy task, and the cheats available can not be used to complete normal missions so they are useless in your efforts to finish the game.

Secret Missions

Level 19:

Aztec Complex

MISSION OBJECTIVES

1. Reprogram shuttle guidance (easy, medium, hard)
2. Launch shuttle.

The first secret mission seems to be based around the Bond movie 'Moonraker' where you come up against your long time foe 'Jaws' in a bid to reprogram the launch of a space shuttle.

It's no surprise that the level is bloody difficult, in fact, without the experience you have gained in using the controls and weapons while completing the game on easy and medium, you would normally find the mission incredibly difficult. There are plenty of guards with assault rifles that will blow you away in a second, and believe me that Jaws is no push over either.

Anyway, you start the mission in a small alcove. In the small room ahead are three guards with assault rifles, and if you can't take care of these guys by now you should probably give up... maybe you just aren't Bond material. Now, walk directly across to the wall on the other side of the room and use the B button to open a secret door in the wall [32]. You're bound to see more guards so stay alert and be on the listen for metallic click that means a grenade has just been lobbed your way. On the opposite side of this room are more metallic crates that guards are hiding behind. Use the pillars as cover and take them out with head shots. After killing the guards, head over the makshift bridge and go to the small alcove on the other side of the room. Use B to open the door and quickly run in and out to alert the guards inside. Now they will follow you out for another easy killing. You'll find another three guards inside the room that you'll have to dispatch, but be careful not to damage the console on the left side of the room [33]. After killing them press B next to that console to open a secret door on the left side of the room. Another guard lies in wait, so polish him off. Follow this path around taking the guards out from a distance with head shots, as they usually will not see you. Continue on and you'll enter a room with two computer consoles. As soon as you enter the room the roof will start to open and you'll see the space shuttle's engines. Immediately destroy the left computer console or the shuttles engines will fire and you'll be barbecued. Enter the secret passage behind the left console and walk straight ahead to the end of the corridor. Now you'll notice that your standing between two drone guns [34]. Don't have a heart attack. Fire a few shots at the one on your right and then duck back into the corridor before it can turn around. Double back and take a left, then another left and you'll find your around the other side of the gun. Now destroy it, and the one behind it. If you turn right and follow the corridor you'll find a body armour, then turn around and follow the corridor until you come to another grate. Go right up to the grate and then back off quickly. Another drone gun should have taken a few shots at you but also revealed its location. Now take it out. Now, edge out sideways to your right and you should see the blue barrel of another drone gun. Destroy it. Looking up to the right you should

see some glass, shoot it to reveal to more guns that you'll need to destroy [35]. There are also some guys with moonraker lasers behind the crates to the right, so take them out with head shots as well. Once those guys are dead and you've taken their moonraker lasers go up the stairs on the left side of the room and kill the guard near the console. Be careful not to destroy the console. Now activate the console with the B button, which will close the exhaust bay doors [35]. Now go back to the grate you first entered the room through. Opposite it is another grate which you should go through. Take a left and go down the stairs. Then take a right and go down the stairs and through the small opening. You should use your moonraker laser here as it's quiet and deadly. You should now be behind Jaws, so kill him and get the security smart card off him [37]. Once you have this, double back all the way to the first control room you entered. Go up to the glass and use the B button to open it. Pick up the data tape on the right table and then use the guidance data tape with the computer on the left table with the Z button, once it's selected in the options. Now make your way back to the console that opens the exhaust bay doors and open them again. Go down the ladder and over to the far side of the room where the mainframe is on the right. Use the shuttle launch sequence data in the options to reprogram the launch sequence with the Z button. Now you have 30 seconds to exit this room and then the shuttle will launch and it's mission over.

Level 20:

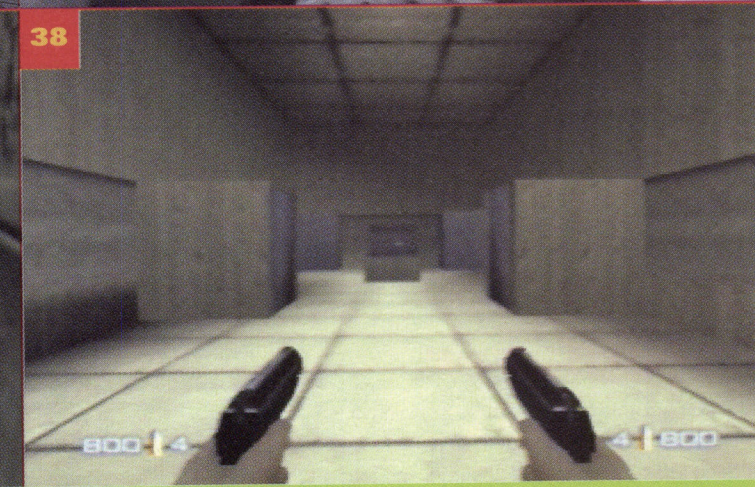
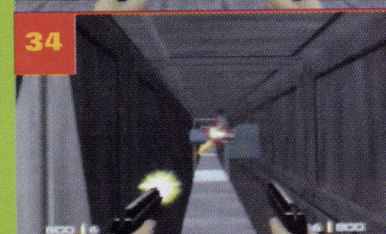
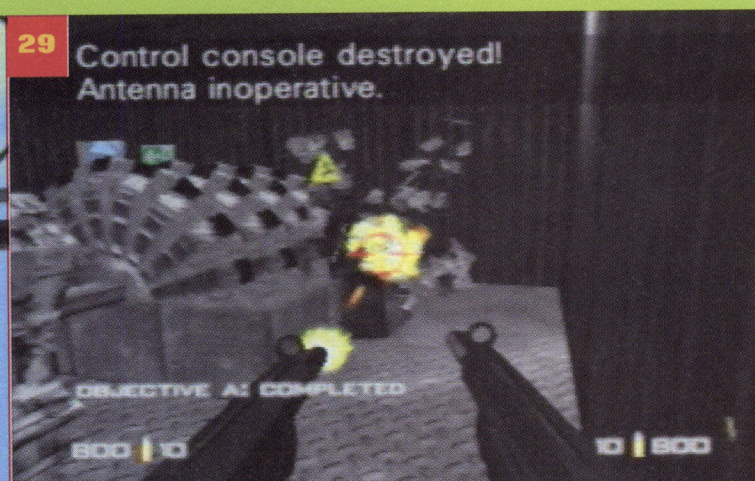
Egyptian Temple

MISSION OBJECTIVES

1. Recover the Golden Gun
2. Defeat Baron Samedi

This level is really quite easy as you hardly have to bother with the guards at all and the Baron is no big deal either. Apparently his royal stupidity, the Baron, has challenged you to a gunfight and you have been ordered by your boss, M, to go and get that gun and then crack open the Baron's skull.

Anyway, you start the mission near a pool of water. Move off to the right, following the wall until you come to two guards. Kill them quietly. Move into the next area while following the right wall until you come to a passage. Go up the passage and up the steps, then use the B bottom on the left wall to open a secret passage. In here is the golden gun. Inside the room are five boxes, with the one in the center containing the golden gun. The other four boxes have drone guns inside that will mince you up in seconds [38]. The floor is divided up into squares and as soon as you



step on the first square the glass goes up around the golden gun making it seem unreachable. Now the first few times I tried to get the gun I always got shot to pieces and there seemed to be no real way to get to the gun. I even tried to use grenades that I got off the soldiers to destroy the guns but I only ever managed to take out one gun with them. Then I thought of the third Indiana Jones movie, where Indiana had to cross the floor littered with letters from the Latin alphabet, and with any wrong step he would plunge to certain doom. So I came up with this solution.

Step onto the first square. The glass walls around the golden gun will rise. Turn left and walk to the wall. Now turn right and walk two squares forward. Turn right and walk four squares forward. Turn left and walk two squares forward. Turn left again and walk one square forward. Turn right and walk one square forward. Turn left and walk one square forward. Now turn right and walk straight ahead to the end of the room. Now turn right and walk around to the front of the glass box and the walls should drop allowing you to grab the golden gun [39]. There is a silver painting on the side of the wall that has a secret door behind it. Open it, get the body armour and then open another secret door ahead. Downwards, and to your right, will be a guard. Shoot him and then drop down and take the other guard out who's on your right. Now, stick to the left wall again, taking out all guards you see until the Baron becomes visible. Use the golden gun to kill him (and everybody else for that matter) [40]. He will laugh as soon as he sees you and then just after you have killed him. After he is dead double back to the entrance where you first went in and found the Golden gun, by sticking to the left wall all the way. Pass this entrance and continue on ahead still sticking to the left wall. You will eventually come to the pool where you started and here you will find the Baron again [41]. Make short work of him and then double back to the entrance to the golden gun room again. After you've killed the Baron a second time everything will turn dark. Don't worry just stick to the walls and everything will be O.K. Now at the stairs that lead to the golden gun room there will be a passage that goes off to the right, take it. Follow it downstairs and through a water section with two huge pillars and then upstairs again. You'll come to another room and meet the Baron again, but this time he has two moonraker guns (bloody mongrel is cheating!) and he means business [42]. Take him out and that's it for this level.

Multiplayer

Well if you got this far then you're certainly a legend in the ranks of the 00 agent. But there is still one thing left to master in Goldeneye and that's

the multiplayer game. Why not invite a few friends around and totally blow the crap out of them! But, as you probably know, even beginners have luck in this game, so here are a few tips to help you be the best 00 multiplay agent there is.

Weapons that are the most effective:

1. ASSAULT RIFLE [43]

This baby is one of the game's best weapons. It allows you to zoom in for those great head shots, as well as containing enough firepower to blast the crap out of anyone at close range. On multiplay levels this is definitely the weapon to go for. Familiarise yourself with its spawning position and always make it your first piece of equipment in a multiplay game.

2. RC-P90

The second best weapon in the game has incredible firepower, even better than the assault rifle. This gun will chew through body armour and its owner in a matter of seconds. It's a little easy to run out of ammo, with as most people are trigger happy when they use this gun.

3. COUGAR MAGNUM

This gun will surely annoy the crap out of many goldeneye players as it's responsible for many cheap victories. It's one of the few weapons that can fire THROUGH doors and also does incredible damage. Two shots will kill a player with full health, three for someone with body armour. Only downside is that it has poor reloading time.

4. MOONRAKER LASER [44]

I knew there had to be a reason why they use these in the future. They rock! Very high damage, no reloading and they NEVER run out of ammo, so you can blast away for ages and never have to run away to get more ammo.

5. GRENADE LAUNCHER

The weapon for skilled players. This one obviously does MEGA damage but is only great in the hands of skilled players. Learn how the grenades arc when in the air and learn how far you can launch one of them to determine their effectiveness in battle. In some cases they will bounce off walls when fired at a shallow angle to the wall (not straight at the wall). This makes them brilliant for killing players that are hiding around corners that make them hard to kill with normal weapons. [45] (Notice how the grenade is bouncing off the wall to go down the stairs and kill any unsuspecting guards down there. These are the sort of shots you should try and perform with the grenade launcher, as no other weapon can do these)

6. PROXIMITY MINES

No this is a low as you can go. Proximity mines

are the dirtiest trick in the book. Plant them where the body armour is, where weapons are, even where the spawn spots are. There's nothing quite like seeing your enemies spawn and die instantaneously! Just remember where you put 'em otherwise you'll be the one who's dying!

Weapons to avoid:

1. KLOBB

This thing is a dog. Its fire sprays all over the place and rarely hits its target. It does little damage and only carries 20 bullets where other carry 30 or so. Forget this one.

2. ROCKET LAUNCHER

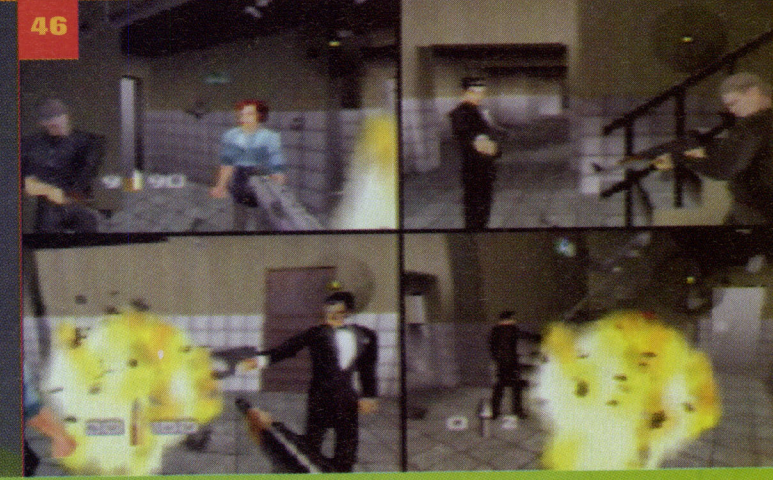
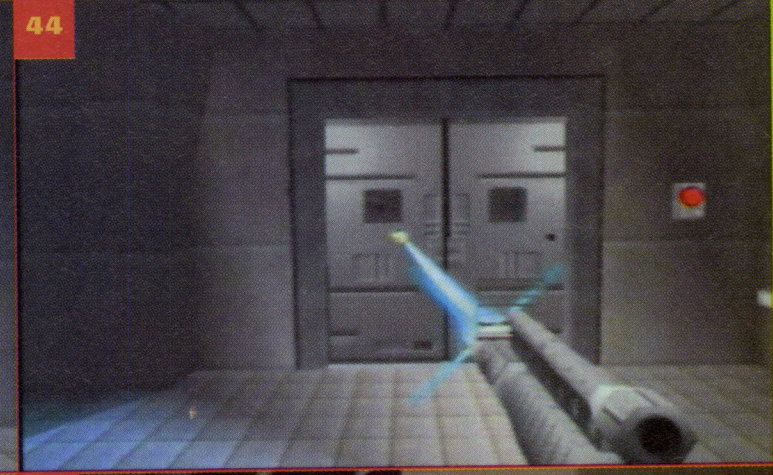
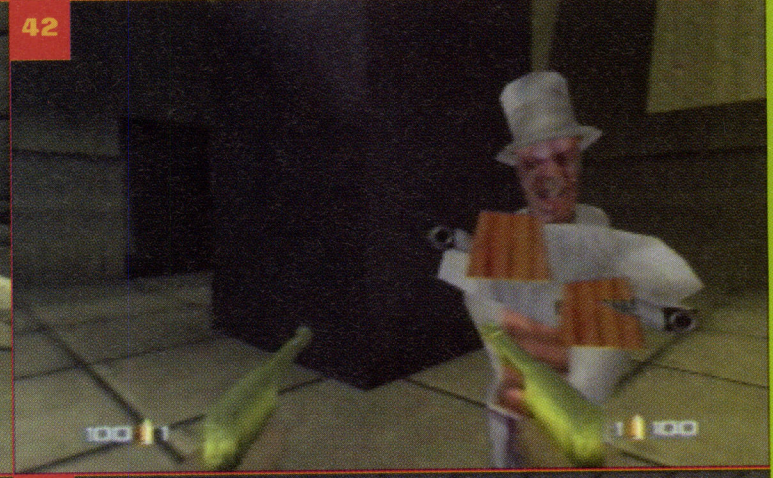
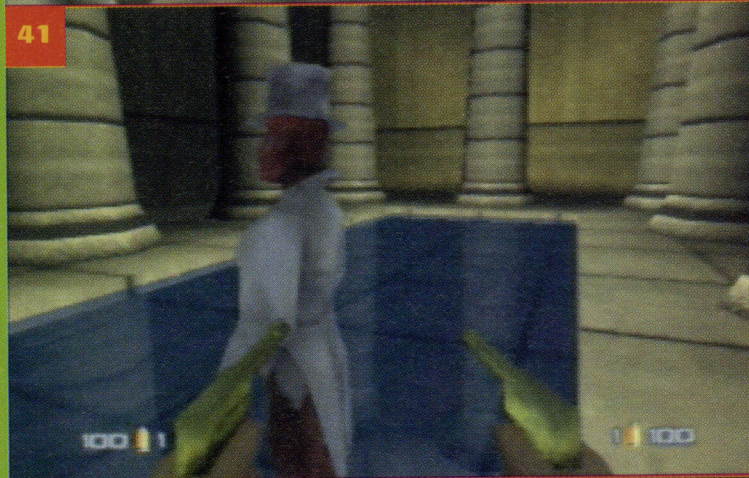
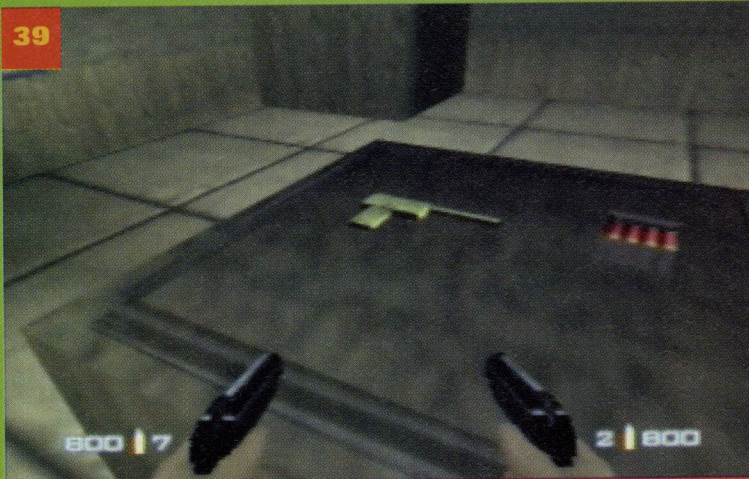
This only carries 4 rockets compared to the grenade launchers 12 or so. It's very hard to hit people, as it often flies straight past them (it's better to aim at their feet). It's generally a poorer weapon than the grenade launcher.

3. GOLDEN GUN

Although in theory this gun is powerful (one shot death), in practice against skilled players it's a nightmare. With only one shot before reloading it's easy to get your head blown off while trying to reload the thing, and the single shot will often miss someone who's running around like a mad chook. Good for multiplay areas like Facility where there are small, confined corridors, but otherwise forget it.

Tips for Multiplay:

1. Use the solitaire method for control. This method allows you to strafe your opponent while continually circling them, making you extremely hard to hit.
2. Stay near the body armour. I know it's cheap, but it helps you win the game.
3. Keep moving. A moving target is much harder to hit than a stationary one.
4. Memorise the positions of the spawn spots for weapons and opponents. It's really great fun getting to your friends before they can get to a weapon (at least I think it is).
5. If you use proximity mines, try placing them on the underside of walkways, on the outside of room walls or even on the ceilings of small rooms as they are hard to see and will still explode when opponents walk above or below them.
6. Weapons like the grenade launcher cause explosions that go THROUGH walls. Use this to your advantage if you have someone held up in a small room by blasting away at the doors.
7. When using remote mines you can throw them and then immediately press the A+B buttons to explode them, in mid air or on the ground, without the watch. This is great when you're above your opponents as it rarely fails to kill them.
8. Now, this is really LOW...Look at your opponents screen to see what they are doing! [46]



AeroFighters Assault

change plane colours

Don't like the look of your plane? Simply press the R-Button at the plane select screen to bring up an alternate colour scheme

Extra Pilot and F-15

At the title screen where it says "Press Start," punch in the following button combination: C-Left, C-Down, C-Right, C-Up, C-Left, C-Right, C-Down. You will now be able to fly a new F-15 plane, complete with a new pilot.

Bomberman64

Sound Test

Beat the game in Adventure Mode (normal difficulty) and you will be able to access a sound test option.

Secret Battle Stages

Looking for more variety in your multiplayer battles? Go to the game selection screen (where you choose between adventure mode, battle mode, etc.). If you have a controller with a pause button press it, or just press the start button quickly and repeatedly until you hear a chime. You need to tap it quickly, as if you were playing a track-and-field game. Now go into battle mode and the four extra battle levels (In the Gutter, Sea Sick, Blizzard Battle, Lost at Sea) will be enabled.

Bonus World

Collect all 100 Gold Cards and beat Altair again to access the new world, Rainbow Palace

DukeNukem64

Switch monsters off

Go to the cheat menu (to get the cheat menu itself do this code on the main menu: LEFT, LEFT, L, L, RIGHT, RIGHT, LEFT, LEFT. Now you can get in the cheat menu.) Then hit these buttons in this order: L, LEFT C, LEFT, R, RIGHT C, RIGHT, LEFT, LEFT, RIGHT. You will here a siren if you did the code correctly. Then go in the cheat menu and now you can turn the monsters on and off.

Size Glitch

There is a way to play big or small in Duke Nukem. This code will work on co-op or deathmatch. To do this code in co-op you need



Invincibility and items codes. Turn on friendly fire, then use the weapons code, shoot your buddy with the shrinker, or expander.

Small Duke: Shoot, put on invincibility then turn it off again. The player will not grow back (the drawback: you can't have any weapons).

Big Duke: Get the expander, (with God mode off) and shoot the other Duke until he starts to expand. Just before he explodes put on God mode, stop shooting, then turn off god mode. You now have a giant duke that still can be killed. (Note, you may have to try it a few times to get it right).

Invincibility

To get the invincibility code players must first enter the cheat menu code (Press the following at the main menu to access the hidden cheat menu: LEFT, LEFT, L, L, RIGHT, RIGHT, LEFT, LEFT. Now the cheat menu will be accessible). Then simply hit the R button seven times in a row and then press left on the directional pad. A sound should signify that it

worked. Now go into the cheat menu and turn invincibility on.

Cheat Menu

Press the following at the main menu to access the hidden cheat menu: LEFT, LEFT, L, L, RIGHT, RIGHT, LEFT, LEFT. Now the cheat menu will be accessible.

Turn items On

Perform the code to access the cheat menu (from main menu: LEFT, LEFT, L, L, RIGHT, RIGHT, LEFT, LEFT). Now at the main menu input: R, Right C, RIGHT, L, Left C, LEFT, Right C, RIGHT. This will enable all items to be toggled on or off.

Extreme-G

Be a quitter and still win

Enter your name as "RA50" at the name selection screen. If you now quit during a race at any point, the game will still pretend that you finished it in whatever position you were in when you selected the quit option.

Race as the Extreme Team

Try out this fun Easter Egg: Enter your name as "XGTEAM" at the

name entry screen (you should hear a confirmation noise), then go back and change it to the first name of one of the game's programmers, such as Ash, Greg, John, Shawn, Justin (you can find more names in the credits). The faces of the Extreme team will now appear on top of the bikes.

Shoot Fergus

The programmers of Extreme-G have hidden the face of Probe's director in the game. Enter your name as "FERGUS," then go into the Shoot 'em Up Mode. The drones will now have turned into Fergus's face. You can now shoot him.

Ultimate Password (Extra Track)

Enter 81GGD5 at the password screen to unlock all the regular tracks, both hidden bikes (Roach and Neon), and the special hidden track. The hidden track will appear on the right side of the selection menu

Neon bike & all courses

Go to the Options Menu and enter the password 61GGB5. All tracks



If Extreme-G is still not fast enough for you, how about an optical trick that makes the scenery fly by even faster? Go to the "Contest" mode, enter your name (press R, then press R to switch to lower case in the name entry menu) and enter the word "fisheye" (all lower case). You will hear a confirmation code to tell you that the trick worked. The screen will be distorted (like with a fisheye lens) and gives you an even greater feeling of speed

Race as a Boulder

Extreme-G lets you transform your bike (and everyone else's) into a rolling boulder (WHY?). Start a new "Contest" and at the bike selection press R. This brings up the name entry mode. Press R again to switch to lower case. Just enter the word "roller" (no caps) and you should hear a confirmation sound. Start the race and get ready for a different kind of "Boulder Dash."

Automobili Lamborghini

Hidden Bonus Cars

To find the many bonus cars in the game, such as a Ferrari Testarossa, Porsche 959, Dodge Viper, or Bugatti EB110, you must beat the Basic or Pro Series in the Arcade Mode. Each time you beat a series, you will receive a new set of cars. For even more cars, beat the Championship Mode on Normal and Expert.

Reverse Tracks

Like most racing games, Automobili Lamborghini makes you work for the hidden stuff. Beat the Championship Mode in Novice and Expert difficulty levels to get the reverse tracks.

Mace: TheDarkAge

Play as Janitor Ned

At the character selection press start on the following fighters in sequence: Koyasha, Executioner, and Lord Deimos. Then highlight Xiao Long and press the Q button. Now Ned, everybody's favorite janitor, is playable.

Play at Machu Pichu

Highlight these characters and

(bonus tracks excluded) will now be open and you can ride the hottest bike in the XG universe, the Neon. <P>

Weapons cheat

To receive weapons whenever you want, simply enter your name as "arsenal" at the name selection screen in the Contest Mode.

Slippery Track

Enter "banana" at the name entry screen (Contest Mode). The track will now be super-slippery and make racing a lot harder. Why you would want to use this code is anyone's guess!

Unlimited Turbo Boosts

So Extreme-G is still not fast enough for you? Enter the word "nitroid" at the name selection screen and you get unlimited turbo boosts.

Extreme Speed

For the ultimate challenge, try the "Extreme Mode." Simply enter "xtreme" as your name at the name selection screen (Contest Mode) and XG cranks up the speed even more. Combine with Fisheye for some insane driving

action

Ghost Mode

Enter the word "ghostly" at the name entry screen (Contest Mode) and all the track polygons will be transparent. You can now see right through walls and even the very ground you race on.

Magnify Mode

Enter the word "magnify" (all lower keys) at the name entry screen and your view will be strangely distorted (magnified). Your bike is now at the very bottom and everything will seem huge. <P>

Race Upside Down

Enter the word "antigrav" at the name entry screen (Contest Mode) and you will finally be able to race upside down without standing on your head...

Stealth Mode

Enter "stealth" (all lower keys) at the name select screen (Contest Mode) and you will hear a confirmation sound. Now start a race and all drivers should be invisible, but you can still see their shadows and weapons

The Ultimate Bike: Neon

Finish the final circuit and you get Neon, the best bike in the game (that's if you haven't cheated and used the codes already!). All attributes are completely maxed out, including speed, shields and handling.

Ugly Mode

Enter "uglymode" at the name selection screen (Contest) and you can see what Extreme-G would look like without mip-mapping and texture transparencies. Pretty much like a PSX game

Wireframe Mode

Want to know what a Virtual Boy version of Extreme-G would look like? Start a new Contest and enter your name as "wired" (all lower keys). This will eliminate all textures and only give you wireframes.

Ride the Roach

Finish Extreme-G's Contest Mode on Meltdown, and you receive Roach (cockroach?), an extremely well-performing racing machine. Use it to exterminate your enemies.

Fisheye Lens

press start in sequence: Namira, Koyasha and then Taria. You can now play at Mach Pichu

Play on various stages

Certain stages can be accessed by highlighting characters in sequence on the character selection screen. This is done simply by highlighting a character, pressing the start button and then moving to the next in sequence and doing the same. Battle in Mini Golf course: (Koyasha, Mordus Kull, Takeshi) Battle in the castle: (Mordus Kull, Taria, Ragnar) Battle in SF Rush: (Xiao Long, Al' Rashid, Koyasha) Battle the random A.I. (Hell Knight, Xiao Long, Dregan, Namira)

Pojo, Grendal, Sir Dregan and Hellknight complete move list Key:

B - Back
D - Down
F - Forward
J - Jump
S - Strong
K - Kick
E - Evade
Q - Quick

Pojo

Basic combos:

Q, Q, S, S, S, Q

Comboable specials:

Chop - F + Q + S

Charge - B, F + Q

Stand alone specials:

Egg Launch -

Jump up and press Q & S

Explosion - Q + S + K

Jump Kick - HCB + S

Chicken Scratch - B, F + K (followed by 2 kicks)

Advanced combos:

(4-Hits) - Q, S, Q, Q + S +

Execution:

F, F, K (Close)

Grendal

Combo starters:

Big punch: B + S

Big knee: B + K

Air Quick: During a jump press Q when close to the ground

Special Combos:

Railroad smash: F + Q + S (can be continued by hitting Q + S 2X)

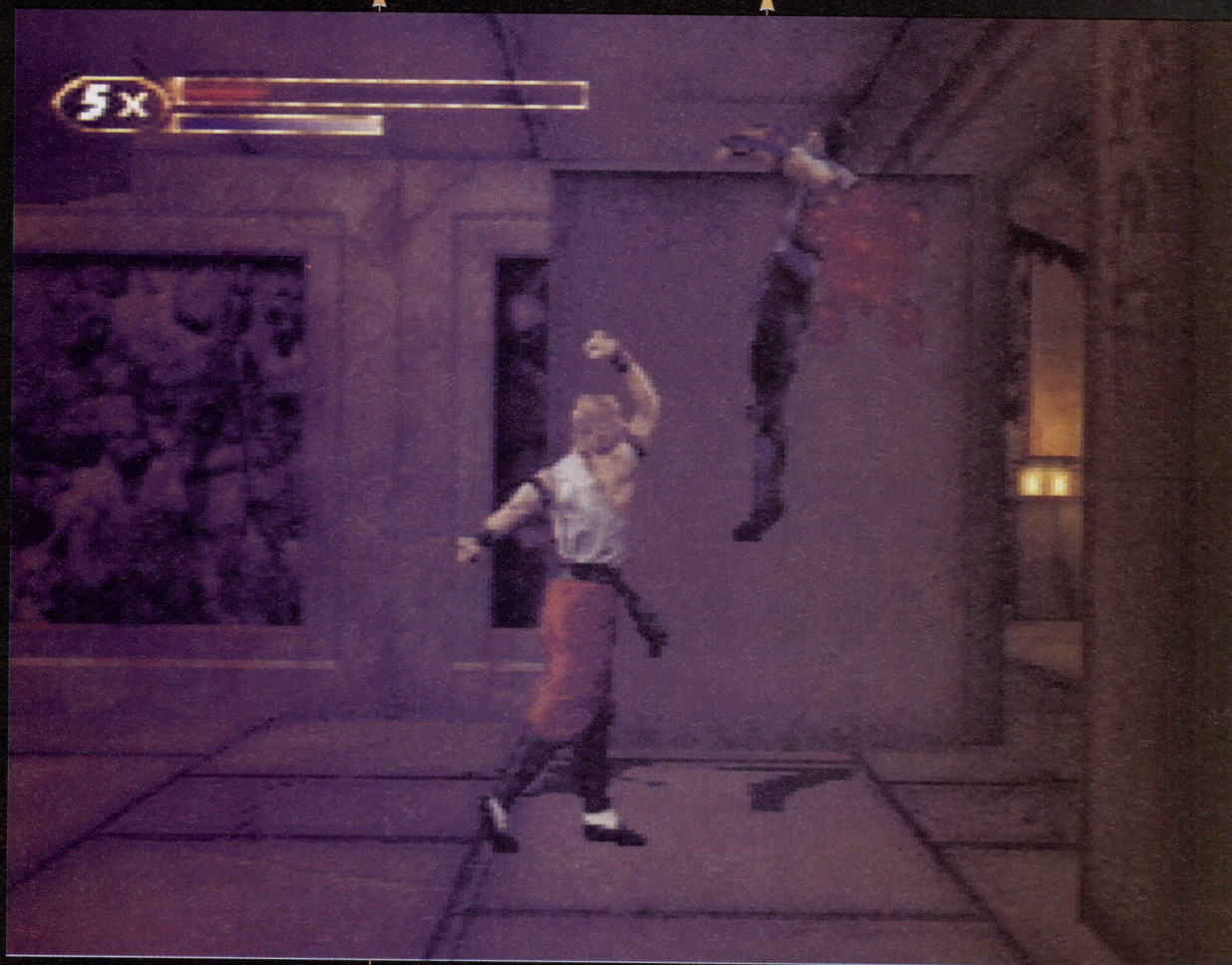
Hand sweep: F, D, B, S

(can be followed by S)

Fierce hit: Q + S

Forearm bash: B, F, Q

Smash upper: F + Q + S



Trip and hammer: HCB, S, S

Stand alone specials:

Earthquake: Q + S + K

Uppercut: HCF, Q

Power hit: B, F, S

Shoulder Ram: F, F, S E

Toro: B, Q + S, S

Advanced combos:

(6 hits): Q, Q + S, Q + S, Q + S, HCB, S, S

(7 hits): B + K, K, B, F + Q, Q + S, Q + S, Q + S

Execution: D, D, B, F, S (close)

Sir Dregan

Combo starters:

Deep Stab - Q + S

Air Quick - During a jump press Q when close to the ground

Basic combos:

Q, Q, S

S, S, Q

Comboable specials:

SpinSkin - Hold S, release

Shield Slam - B, F, S

Uppercut - F, D, F, S

Stand alone specials:

Spine Cruncher - S + K

Fly Kick - B, F, K

Shinsplitter - HCF, K

Head Ache - D, F, Q

Spin Shot (Left) - E + Q (Right) - E + S

Block High, Go Low - HCB, Q

Block Low, Go High - HCB, S

Big Chop - F + Q + S

Advanced combos:

(10-Hits) - S, S(Hold), Q,

(Release S) F, D, F + S

(10-Hits) - S, S(Hold), Q,

(Release S) B, F, S

(10-Hits) - (Hold S), Q, Q, Q + E, (Release S)

(11-Hits) - Q + S, S, Hold S, Q, release S, B, F, S

Execution: HCB, QCF, K (Close)

HellKnight

Combo starters:

Air Quick - During a jump, press Q when close to the ground

Basic combos:

S, S, QK, S, S

Comboable specials:

Tail Swipe - D, F, Q

(can be followed by S)

Low Tail Swipe - D, F, S

(can be followed by S)

Power Stab - B, F, S

Big Flick - Q + S

Big Kick - B, F, K

Stab 'n Chop - HCF, S

Stand alone specials:

Hell Fire - B, F, Q

Two Chops - B, Q + S

Block High, Go Low - HCB, Q

Block Low, Go High - HCB, S

Anti-Crouch - F + Q + S

Reverse Sweep - B + K

Advanced specials:

(3-Hits) - S, S, S + Q Execution: HCF, B, K (Close)

Madden64

See ending sequences

To see some of the cool real-time rendered winning sequences, turn on your N64 and hold the L, R, and Z buttons when the EA logo comes up. You will now be treated to some nice eye-candy.

Unlock Hidden Team

A hidden team, Tiburon, is included in Madden 64. To unlock the team go to Season mode and then to Front Office. Select Create Player and then go to name. Enter "Tiburon" into the field and then go down to continue. Save it and then go back to the main menu (using the B button). Now go into Exhibition mode and the team



of Match Race, you'll open up the Mirror Course.

Tips and Short-Cuts

Tip 1: For a super-fast start, wait until the count down timer reaches "1," then jam on the gas. This takes some practice.

Tip 2: To use the two hidden shortcuts seen in the game's intro, select the "downtown" (hard) track. At about the 3/4 mark on the track after passing the wind-mills and after some uphill zig-zags you will come to a wide turn near a waterfall. Near the right edge of the track you will see a tree next to a "one way" sign. Head for the tree and there will be a gap in the fence and a dirt road that goes straight through the waterfall into a tunnel filled with water.

Tip 3: Right past the location of the first hidden short cut is a tunnel. Right after the red and white sharp turn and road fork signs there is a tunnel with a grass and dirt road. Both shortcuts end up on the road not too far from the starting line

Tiburon will be selectable. They are giants.

MKMythologies: Sub-Zero

10 Urns of Vitality
Code: NXCVSZ

1000 Lives
Code: GTTBHR

Special Moves

(Note: all of these moves require a certain amount of experience points)

Ice Blast: Down to Forward, Low Punch. Allows Sub-Zero to throw an ice projectile.

Slide: Block+Low Punch+Low Kick+Back. Can slide under projectiles and high attacks.

Diagonal Ice Blast: Angle Up – Down, Forward, High Kick
Angle Down – Down, Back, Low Kick. Gives Sub-Zero the Ability to throw ice in 2 additional directions.

Ice Clone: Down, Back, Low Punch. Enables Sub-Zero to create an ice clone.

Ice Shatter: Enable Sub-Zero to shatter enemies after 2 ice blasts.

Super Slide: Block+High Punch+Low Punch+Back. Same as normal slide. Except it is longer reaching and can take out multiple enemies.

Freeze on Contact: Down, Forward, Forward, High Punch. Allows Sub-Zero to freeze an enemy on contact when running.

Polar Blast: Forward, Back, Back, High Punch. Freeze all enemies on screen within the blast radius.

Fatalities

Spine Rip:
Forward, Down, Forward, High Punch (one step away). Rips the opponents head from their body. Combos

6 Hit Combo: HP, HP, LP, LK, HK, back HK

View Credits

Code: CRVDTS

Warp to Mission:

Enter codes at password screen.

Mission 2 - THWMSB

Mission 3 - CNSZDG

Mission 4 - ZVRKDM

Mission 5 - JYPPHD

Mission 6 - RGTKCS

Mission 7 - QFTLWN

Mission 8 - XJKNZT

MultiRacing Championship

Bonus Cars

When all of the courses have been won in Match Race, the first of the two hidden cars appears. If the player defeats this first new racer, he or she can then race in this car against the second and final challenger. If the player beats the second challenger, the player can then race in that second car, and will have defeated the Match Race Mode.

Ghost Car

Players can race against a ghost car in the Time Trial mode once they have established the standard in lap times

Match Race

To open up Match Race Mode, you must achieve first place in all of the difficulty levels in Championship Mode.

Mirror Course

After beating both secret racers (i.e. Satan and God- real nice names) in all three difficulty levels

NFLQuarterback Club'98

Create a Better Player

Here's a little tip for creating your own players. Put in all of the information on a player and hit A to go to the next screen (the one in which you choose which areas he is good in). If the randomly generated points are not as high as you would like them to be, just hit B and go back then hit A again and the points will change. Sometimes the points decrease. If this happens just repeat the trick again. Keep on going until your points are over 550.

Extended Turbo Dash

Press hurdle a step after pressing the turbo button and the turbo will extend to the whole jump. This is a really effective move for breaking away from speedy defenders. It takes a little practice to get down pat.

Speed up Gameplay

Enter "WLTRPYTN" (Walter Payton) under the cheat option and the game will speed up a little. If you thought QBC's gameplay was too slow, perhaps this will help.

Fumble Mode

Enter this code at the cheat menu to make players fumble the ball constantly: GTNHNS

Slippery Play

Enter this code at the cheat menu for slippery play: SPRSLYD

Sticky Hands

Enter this code at the cheat menu and your players will always catch the ball: STYCKYHNS

Unlimited Downs

Entering this code at the cheat menu enables unlimited downs: DWNDRV

Extra Fast Players

To get extra fast players type in MCHLJNSN (Michael Johnson) at the cheat menu. You should hear a confirmation sound to tell you that the trick worked.

Small, Wide Players

To give your players a short, flattened look enter this code in the cheat menu: JPNSMWR

Goliath Mode

Enter "glythmd" (=Golyath Mode) and all the players will be HUGE. The in-game voices and Marv's play-by-play also drop by a whole octave, but the ball and the refs stay normal.

Slow Running Backs

Enter "rnldswzng" (=Arnold Schwarzenegger) and your running backs will be so slow that if you've got the ball, you're pretty much unstoppable

Small Midget Mode

Enter "smlmdgt" (=small midget) and your players will all be tiny, while the refs stay their normal size. In addition, all player voices are now high-pitched and Marv Albert sounds like he's been sucking on helium.

Tall and Skinny Mode

Enter "bbmntbl" at the Cheat Enter screen and your characters will have a squished, tall and skinny look in the game.

Always Tip the Ball

To always have your players tip the ball in the air on passes, enter the following code at cheat menu: LWYSTPSS

Beam the Ball Trick

To have the Quarterback's pass magically land in the hands of the receiver every time, enter: LDSTRTRK



Crawlers

To make your players crawl around the field, enter: PBYBYMD

Defense Sucks

To make your defensive players really suck, enter: LLDFSCK

Electric Football Mode

To make your players walk around the field like little electric players, enter: YLCTRCFB

Great Dive Distance

To have your players dive a huge distance, enter: BGSPRDV

Maximum Acceleration

To give your players maximum acceleration on field, enter: CRLLWYS (Carl Lewis)

Maximum Defense

To give your players maximum attributes for defense, enter: BGBFYDF

Maximum Discipline

To get maximum discipline and awareness attributes for your players, enter: YNSTYNS

No Turnovers

If you want to disable turnovers in the game, enter: TGHTGRP

Super Turbo Mode

To get all your players to run like

mad, enter: SPRTBMD

San Francisco Rush

Drive the Formula 1 Car

You have to beat all 24 races in the Circuit mode first. Now go to the track select screen and press the Z-Button four times (Z, Z, Z, Z). You should hear a horn. You can now choose the car at the car selection screen. Note: You can't have all three extra cars at once. You can only choose the Formula 1 racer or the Hotrod. You can turn off the code by entering it again, and then select another car.

Secret Tunnel

Level 2: Drive through the course as usual until you come to the free-way overpass that can be jumped. Now, instead of jumping down to the road beneath, angle the car so that it is going from right to left. If you go off the free-way just right you'll fly across the gap to the other side of the free-way where a secret loop and two keys await.

Pappy Land

Pappy Land, a secret stunt course

hidden in track 6, is located at the bottom of one of the many mountains in the level. To find it, follow the pathway which passes a white citadel (at top of mountain) and then leads into the dirt path which, if taken wrong, can send cars barreling over the edge of the cliff. Pappy Land is located directly over the mountain's cliff facing away from the citadel. It's at the bottom of the mountain right next to the ocean, so be careful making the trip down.

No Game Timer

This turns off the game timer in Rush, leaving the courses completely free to explore. Setup screen: Hold Z: C-Down, C-Up, C-Up, C-Down

You're it!

Start a two player practice game and hit the abort button (C-Up) during the countdown. The second player will now be "it" in a game of tag. Whoever is "it" when the timer runs out loses.

Tetrisphere

Vortex



Type in the word VORTEX and press and hold the reset button on the machine. After a couple of seconds, an animation sequence with all the cool game robots will show them being sucked into a vortex. This sequence will loop until the reset button is released.

Codes

At the "NEW NAME" screen press L (the button on top of the controller), C-RIGHT, and C-DOWN to bring up the secret characters.

Enter the name "CREDITS" to view the credits.

Enter the name "LINES" to play the hidden game.

Enter the name "G(alien head)MEBOY" for hidden tunes. Enter the name "(saturn)(space-ship)(rocket)(heart)(skull)" for access to all levels.

TopGearRally

PlayStation Mode

This code removes bi-linear filtering, giving the game a pixelated look similar to that of PlayStation games. In gameplay hit: B, Left,

Right, Up, Left, Z, Right

Rainbow Mode

This code turns the game into a rainbow graphic mess. Note: May cause dizzy spells. In gameplay enter: C-down, Z, B, Up, Up, Right

Beachball Car

Finish the fourth year (all six seasons, including Spring, Summer, Fall, Winter, Expert and Professional), and you will receive the Beachball Car. It's basically one big beach ball with four smaller ones rolling on the ground. Enjoy that beach shortcut.

Car Colour Changes

You can easily change the colour of your car without having to go into the Paint Shop mode. On the car selection screen, push the D-Pad while holding one or all three of the C button(s). C-Left corresponds to red colour intensity, C-Up changes the green and C-Right changes the blue value. Up on the D-pad increases the intensity of the colour(s). Down on the D-pad to decrease the intensity of the colour

Mirror Cars

Finish the fifth year (all six seasons, including Spring, Summer, Fall, Winter, Expert and Professional), and a new "easter egg" will allow you to change your car textures to "mirror." Simply click the lower C-Button when on the car selection screen, and you can race as a chromed car. Looks best in replays.

Secret Date and Time

Want to see when the programmers at Boss Game Studios finished work on Top Gear Rally? Start the game and hold down all four C-Buttons, and the date and time will appear on the title screen.

Bonus Courses

In the Championship Mode, gamers are rewarded with new seasons and variations of tracks. There are five courses, four seasons, day/night, and mirror tracks. The Tracks are Coastline, Desert, Jungle, Mountain, and Stripmine. Jungle, Mountain, and Stripmine open up after you beat certain courses.

The Mirror courses open up after achieving the proper point total in Championship, and beat-

ing all of the seasons.

Stripmine

To get to the Strip Mine, achieve first place on all of the races in the last season (Season 6). You can also get a mirror version of the Stripmine, too!

Credits Cheat

A version of the credits is accessible any time in the options menu. But there are different credits, with the Strip Mine shown in the background, that are a little more interesting: Go to Options, click on the Credits icon, then press left (on the D-pad), down C, right (on the D-pad), down (on the D-pad), and Z.

Cupra Car

Finish the third year (all six seasons, including Spring, Summer, Fall, Winter, Expert and Professional), and you will receive the Cupra Car. Essentially, this is an ice cube floating on top of four wheels. It doesn't have any special odometer or features, but it handles nicely and drives as fast.

Helmet Car

If you beat the Expert Mode on the second season you will get the helmet car and the mirror of the Strip Mine.

Bonus Cars

New cars are awarded each time you beat a season. There are as many as eight bonus cars.

You start of with:

1. Type-LD (Lancia Delta)
2. Type-ES (Escort Cosworth)

In subsequent seasons, you are rewarded with these cars:

Second Season:

3. Type-CE (Toyota Celica)
4. Type-IP (Isuzu P)

Third Season:

5. Type-M3 (BMW M3)
6. Type-SP (Toyota Supra)

Fourth Season:

7. Type-NS (Nissan GTIR)
8. Type-RS (Ford RS 200)

Fifth Season:

9. Type-PS (Porsche)

Mirror Season:

10. The amazing Milk Truck
11. The Helmet Car

Milk Truck

After beating the first season, you are rewarded with the ultimate in off-road racers... The Milk Truck. For some reason it is quite good to drive!

This section has been added to the magazine to let you guys and gals know what games are available on the N64 and what marks we have given them in previous issues. Use it as a guide when buying software, especially when comparing titles of the same genre to each other!

TITLE:	GRAPHICS	SOUND	GAMEPLAY	OVERALL
Automobili Lamborghini	4	3.5	3.5	8.5/10
Blast Corps	4	3.5	3.5	8.5/10
Bomberman 64	2.5	3	4	8/10
Chameleon Twist	2.5	2.5	3	6.5/10
Clayfighter 63 1/3	2	3	2	6/10
Crusin USA	3.5	2	2	6/10
Dark Rift	2.5	2.5	2.5	6.5/10
Diddy Kong Racing	4.5	3.5	4	9/10
Doom 64	4	3.5	3.5	8/10
Duke Nukem 64	3.5	3.5	3.5	8.5/10
Extreme G	3	3	3	7.5/10
Fifa Soccer 64	2.5	3	2	6/10
Fifa: Road to World Cup '98	3.5	4	3.5	8/10
Fighters Destiny	3.5	3.5	3.5	8.5/10
Formula 1 Pole Position	3	2	3	7.5/10
Goldeneye 007	4	4	4.5	9.5/10
Hexen	2.5	2	2.5	6/10
International Superstar Soccer 64	4	4	4.5	9/10
Killer Instinct Gold	3	3.5	3	8/10
Lylat Wars	3.5	3.5	3	9/10
Mace: The Dark Age	3.5	3.5	3.5	8/10
Madden 64	3.5	3.5	4	8.5/10
Mario Kart 64	4	3	4	9/10
Mischief Makers	3.5	3	4	8/10
Mortal Kombat Mythologies	2	2	2	6/10
Mortal Kombat Trilogy	1.5	2	2	5.5/10
Multi Racing Championship	3	2	3	7.5/10
NBA Hangtime	2.5	2.5	2.5	8/10
NFL Quarterback Club '98	4.5	3	4	9/10
Pilotwings 64	4	2	4.5	8.5/10
San Francisco Rush	4	3	4	9/10
Shadows of the Empire	2.5	3	2.5	6/10
Snowboard Kids	4	2.5	3.5	8/10
Super Mario 64	5	4.5	5	10/10
Testrisphere	2.5	4	3.5	8.5/10
Top Gear Rally	3.5	3.5	4	8.5/10
Turok: Dinosaur Hunter	3.5	3.5	4	8.5/10
WCW Vs NWO: World Tour	4	3	4	8.5/10
War Gods	2	2	2	4/10
Wave Race 64	4	3.5	4.5	9/10
Wayne Gretzky's 3D Hockey	3.5	3	3	8/10
Wayne Gretzky's 3d Hockey '98	3.5	3	3	8/10



COOLBOARDERS 2



CoolBoarders 2 has arrived in Australia, giving serious shredders access to a huge new mountain of action. Choose your racing identity, Burton board design and clothes. Be challenged by 16 new downhill courses. Practise tricks in the half-pipe. Race against a friend with the split-screen option on downhill and slalom courses. CoolBoarders 2. It's out of this world.



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For information call 1 300 650 625.

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